

VICTORIOUS



Reference Guide
to the United States
in the Age of Super Mankind

Compiled by Mike Stewart

VICTORIOUS

MANIFEST DESTINY

THE UNITED STATES OF AMERICA
IN THE AGE OF SUPERMANKIND

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Dedication:

To Elizabeth for stuff too cool to mention. Also to Eric Tenkar for not being too tough on a rube who's never been to New York City beyond his imagination!



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MANIFEST DESTINY

THE UNITED STATES OF AMERICA IN THE AGE OF SUPERMANKIND

INTRODUCTION

“What’s past is prologue”

– *The Tempest*, William Shakespeare

The Victorious role playing game is based first and foremost in the Victorian era, the period of the reign of Queen Victoria of England, from 1837-1901. In the century preceding her birth, the Industrial Revolution had made widespread changes in the lifestyle of the citizenry, as hand tools in many fields were replaced with machines of iron and steam. Her Majesty’s reign conveniently coincides with changes in economic and social organization brought about as a result of the Industrial Revolution. As a result, 1837 is often used to date the beginning of the Industrial Age, defined by mass production, broadcasting, electric power, modern medicine, running water, and an increase in the quality of human life.

Yet both the Steampunk genre and the Superhero genre are more about iconic displays than true reality. Steampunk is all about goggles, top hats, corsets, industrial slums and glittering ballrooms. Superheroes are all about masked crimefighting, hidden personas, frequent misunderstandings by law and society, and the story of the individual standing against overwhelming odds. None of these are historically accurate, or if they are more by their exceptions than realities.

Yet both view a world and time as it “should be” and not necessarily how it actually is. Steampunk can portray the evils of the nineteenth century such as exploitation of the poor, racism, gender inequalities, and Euro-centric Imperialism. These are in most works of Steampunk either mitigated to a large extent or ignored entirely to the tenets of the story at hand. Superhero

stories and comics ignore reality itself if the dictates of the story or character demand it. A hero that can bounce bullets off his chest one day is rendered unconscious by a falling brick the next.

What is my point then? The supplement you are about to read has a foundation in the history and culture of the United States of the latter nineteenth and early twentieth centuries. It is not however a history book. It is written to adhere to history where possible to provide a rich background setting for a Genteel Magistrate (GM) and her players to enjoy adventuring. As such, some history is modified or downright ignored if its inclusion would interfere with the GM’s use of the USA as a location for heroes and heroines to battle evil; in whatever form they view such to be.

Those wishing a more accurate look at the history of this country during the period are encouraged not to take any statements within this work at face value. Peruse the suggested bibliography at the end of this book and research for yourself if something is ‘real’ or just a fanciful view of reality to excite and entertain. Your humble author makes no claims to complete historical accuracy. What he can do is hope that his research and writing will provide those playing the Victorious game a setting in which they feel verisimilitude (real in the context of the setting) as opposed to strict authenticity. Where both can be successfully imposed, it has been done, and where it was not, the former takes precedence.

Now good reader, hang onto your cape and goggles and bound nobly into the Great Republic of the United States of America!

THE AMERICAN GILDED AGE



Times change, and nations change with them, and it is interesting to note that the nineteenth century saw the page of history being turned once again, but faster and with greater changes than ever before. Added to this turbulence was the Industrial Revolution, an event unmatched in human experience since the dawning of the Iron Age.

This seminal event brought the United States into a period of growth that future writers would refer to as the 'Gilded Age'. This age brought innovations of science, technology, industry and social thought into conflict with an older set of traditions and expectations. These issues conflicted with each other faster and with potentially more danger than in any prior century.

The innovations and transformations of the Gilded Age (so named for Mark Twain's book published in 1873) were expressed in rapid advancement in scientific theory, technology and culture. New theories, new devices and original ways of viewing the world and man's unique role within it were being exchanged among populations in ever greater and greater numbers. The old American concepts of Protestantism, democracy of citizen-farmers, and mercantilism were giving way to new beliefs and methods of life. Many countries faced these changes, but none were so profoundly affected by them as the United States of America.

Change is inevitable, and no society can remain in stasis. The changes the United States experienced in these three decades

profoundly recreated the American republic for better or worse. Its transformations affect us to the 21st century and beyond. An understanding of these transformations is integral to understanding the changes occurring in the United States today. Perhaps History doesn't literally repeat itself, but on occasion it comes rather close to doing so.

The following will review this change of America in its three most obvious themes. First is titled **America in Work and Wealth**, and considers the industrialization and urbanization of the country and its effects on both capital and labor. Wealth generated must go somewhere, and it is an unfortunate fact that most of the wealth generated in this period went to increasingly smaller and smaller castes of people.

America, the World Policeman discusses America and its international role as the self-styled 'World Policeman' of Western Civilization. This not only surveys the ascension of the United States from a merely regional power but as a member of the Bismarckian-style 'Great Powers' with wealth, influence, and (eventually) empires to expand its power in the world.

The contradiction of Democracy versus what it meant to be free is developed in the final section, **America: the Last, Best Hope of Earth**. Despite the Constitution and Bill of Rights granting political rights to all 'men' (not women), further divisions were made. African-Americans were excluded, included after the Civil War (1861-1865) then disbarred again by the last decade of the Gilded

Age. Native Americans were disbarred of their treaties, lands, resources and finally their very existence as peoples. Hawaiians, Samoans, Puerto Ricans, Cubans and even Filipinos were also oppressed and subordinated to peonage by the 'Great Republic'; who seemed to grant more and more liberty to those who were (in order) White, Male, and Wealthy.

The Gilded Age was thirty years of rapid development and the very example of what is today called 'Modernization'. Whether or not it was worth its costs to Life, Liberty and the Pursuit of Happiness remains to be seen; but the evidence is unpromising.

AMERICA IN WORK AND WEALTH

"Oh, that is a lot of crazy Hayseeds, who don't want to pay back the money they have borrowed, or who find themselves unable to meet their interest. It will soon blow over. We are always having these political flurries. A good crop will make it all right with them."

— A Traveller From Altruria, William Dean Howells

If two words had to be used to encompass the entirety of the changes to the American economy in the Gilded Age, they would be Industrial Urbanization. Cities had existed from the 1700s in the New World to be sure, but they tended to be either port cities for the efficient transport of goods via the sea or if located in the interior small collections of shops or administration centers for a citizenry overwhelmingly rural and agrarian. Industrialization was the cause of urbanization, but increasingly it was the urban landscape that defined industrial relations and their effects on Americans regardless of social status.¹

Mirroring our own age, the Gilded Age was a period of social and technological change. Like the internet today, the expansion of the telegraph and its speed of communication cannot be overstated. A world that sent messages only as fast as a horse or sailing ship could now send a message around the world in a matter of hours. The postal system was also of a speed and magnitude that our post office today is a mere shadow of its once mighty past. Letters and packages could be sent around the world for only nominal fees. The mail was delivered 10-12 times a day, at least in major cities. So a 'conversation' via letters could be exchanged two or three times a day simply through postcards or small letters throughout the city. Like the post office, newspapers also had much larger circulation than today, with the larger papers having 4-5 different issues printed in a single day. As one can see, the ease of communication had profound influence on the economy and its expectations.

The railroad was not only omnipresent through most of the period but was usually cheap enough for most persons to use for travel from major cities to towns or cities near and far. Only in the case of obscure destinations would one resort to wagons and road travel. For any destination on the same land mass, the 'iron horse' was king. Due its ability to monopolize commercial freight across the nation, it became the first of the industries to begin the mass employment (and exploitation) of workers throughout the nation. Struggles within the railroad over pay, benefits, and rapacious greed began what would inevitably become a nationwide phenomenon.²

Urban Industrialization created a large pool of humanity and the services required to maintain said humanity. Professionals such as engineers and doctors began to see an increase in wages while low skilled workers found themselves increasingly in thrall to the railroad 'Robber Barons' or Trust Moguls such as Andrew Carnegie or John D. Rockefeller.

This growing separation of the increasing numbers of unskilled and semi-skilled workers from the smaller more affluent section of society created tensions that were only exacerbated as the century drew to a close. The pro-business Republican Party was in political power for much of this period, and saw the conflict between Labor and Management in stark terms. Owners of businesses and property were just that, and they had complete control of the facilities under their ownership. Labor must agree to work for the owners at a mutually agreed upon contract. If Labor didn't like the terms, they were free to move on to another workplace. Simple as that.

This concept, which worked well in an agrarian and mercantile United States (pre-1870) became increasingly unrealistic as industry grew to dominate more and more of the nation's life and livelihood. Workers couldn't simply work somewhere else if the company in question was the only game in town. As industries began to become monopolies or reduced to two or three large enterprises, it became easier and easier for such corporations to force down wages with the understanding that workers wouldn't get any better deal at the factory's competitors.

Under such pressure, workers only had one alternative; to deal with management collectively by dint of unionizing. Unions and Farmers Alliances began to form across the country, determined to stand up for the rights of their constituent members.³

To the owners and their allies in government, 'Unions' were nothing less than gangs of workers determined to use criminal measures to prevent owners from disposing of their private properties as they saw fit. To this faction, strikes and walkouts were punishable by summary firing of individuals. When these former employees tried to picket factories or keep replacement workers (called 'Scabs') from working at the facility, then they were prosecuted for criminal conspiracy. This view allowed the governor of Pennsylvania to call out the militia to march on Homestead to deal with workers striking at the Carnegie steel plant in 1892.⁴

The government stood on the side of owners even against strikes that were nonviolent, such as the Pullman Strike of 1894.⁵ By keeping trains immobilized the government attached postal cars to trains stopped by the strike and then charged the unions with interfering with the United States Mail; a federal offense.

Other incidents were intentionally blown out of proportion in order to allow police and owners to strike with violence against organized labor, even when that labor had done little or nothing to deserve such repression. The haymarket bombing of 1886 was used as an excuse for the suppression of labor leaders in Chicago, and the results had a subsequent chilling effect on labor unions nationwide.⁶

Urban workers were not the only ones adversely affected by this consolidation of capital, though they certainly suffered the worst. Farmers too began to find themselves falling deeper

and deeper into debt due not to lack of production but at times overproduction. The gold standard for currency and the reduction of agricultural commodity prices meant that farmers were left earning less and less while their debts remained constant. Indeed, many had to take additional loans to pay the difference; falling deeper into debt through the 'Company Store' method of destitution.⁷

Like their industrial kin, the farmers, small and large alike, joined into national 'Farmers Alliances' in both the northern and southern states. While their attempts to form a truly national single alliance failed due to regionalism, they nonetheless carried their message of populism and 'Free Silver' (the anticipated panacea for the debt crisis) into the 1890s and onward into the Progressive era.⁸

Unfortunately these efforts tended to meet with more failures than successes. Farmers did not suffer the same oppression by government forces as the industrial unions, and so their populist message fared no better in commanding the American public's sympathy. Sadly, when Americans had to choose between the rights and dignity of the working classes and the prosperity of the nation, prosperity won.

A "crucible for American Labor" began anew, led by Eugene Debs and Samuel Gompers. No wonder out-of-work laborers and their growing legions of homeless set the fires in 1894 that swept away seven of the "White City" 1893 Columbian Exposition's most impressive buildings.⁹

AMERICA, THE WORLD POLICEMAN

"The fruits of imperialism, be they bitter or sweet, must be left to the subjects of monarchy. This is the one tree of which the citizens of a republic may not partake. It is the voice of the serpent, not the voice of God that bids us eat."

– William Jennings Bryan, 1899

The United States of America began its existence as a predominantly agricultural nation with a weak and decentralized government. After the Civil War of 1861-1865, the decision of Federal versus State government seemed answered in the form of a powerful National polity. The Republic found itself emerging from that internecine struggle ironically stronger and more industrialized than ever before. This trend continued through the rest of the 19th century, with the USA becoming progressively more populous, developing more resources, and perhaps most importantly of all becoming a burgeoning seat of innovation and industrial expansion. Though most of the United States' development was internal to the contiguous states and Alaska, the USA was nonetheless a nation with a sense of destiny and its own greatness in the world.

Despite formal government policy of general insularity, American citizens and ministers alike took their own measures to try to expand the reach of the United States; men such as Minister John L. Stevens and Sanford Dole dreamed of the United States extending its reach (and tariff free commerce) over the seas. Both men took their first steps toward that dream in overthrowing the monarchy of Hawaii and annexing the Hawaiian Islands.¹⁰ United States Navy Commander Richard Meade showed his

determination to prevent German domination in Samoa and 'save' them for the United States.

These 'Filibusterers' (in the original meaning of the word) did their best to force Washington towards empire, but not until the Spanish-American War of 1898 did the US government and people alike decide on their nation becoming a player in the game of empires and colonial dominion.¹¹

Some Americans had the idea of Kipling's 'White Man's Burden', with governing native peoples some sort of Christian obligation. Many persons agreed with the theory of 'Anglo-Saxon'-ism and the alleged character of the race being a natural ability to govern other people fairly. No doubt some were even motivated by a genuine desire to aid those whom they decided were uncivilized. Certainly these were all used to explain why the United States reneged on promises of Filipino independence and instead imposed American occupation on the islands.¹²

Finally, and predominantly, the United States had an obligation to share democracy and freedom with the world and they were going to do it. Of course there was a contradiction of opinions on how to do this. Many thought the USA should only do this by example and remain isolationist from Europe and its old animosities. Others believed in a more aggressive and imperialist policy (though they would have never used those terms) for 'Regime Change' to coin a modern phrase.

Relations with Great Britain were relatively cordial after the settlement of the Alabama Claims of 1870; with the exception of the Venezuelan Crisis of 1892-1893. The English however gave ground on this, the Alaska boundaries, Bering Sea fisheries; indeed the Americans got most of what they wanted. This was due partially to the above mentioned 'Anglo-Saxonism' but also due to Germany's threat to both the United States and the British Empire.

The German Wilhelmian Reich, being an autocratic monarchy, was inherently mistrusted by the United States. Americans saw in Kaiserism the worst traits of European despotism. If Wilhelm's ascension to the throne of Germany was greeted initially with good will in Europe, it had the reverse effect on German-American relations. From the Kaiser's attempts to create a European trading block specifically aimed against the United States to his insistence that Cuba and Puerto Rico, being Spanish possessions for centuries were therefore part of Europe and thus America cannot claim them, Wilhelm did little to engender good feelings in the American Republic. The behavior of the commander of the German China Squadron Admiral Dietrich didn't help either with his attempt to bully the American squadron and bluff his way into Manila Bay to prevent American occupation of the city. Only British support of the American fleet and Dewey's determination to not give one inch to the navy of the Kaiser kept the Germans from success. Add to this German interest in gathering up colonies in Venezuela, Brazil and Argentina as well as attempts to purchase the Dutch islands in the Caribbean, and the United States was left with the conviction that only the United States was 'good' in the world and thereby the only nation with the right to police the nations of the Earth.

Theodore Roosevelt used his auspices as President to become more involved internationally than any President before him. He promoted a large navy by speeches and sailing the 'Great White

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Fleet' around the world. He interceded in the Russo-Japanese War as arbiter. While pro-Japanese, Roosevelt didn't want to see either power become predominant in the northern Pacific as such would interfere with United States interests.¹³ So, he gathered the representatives of the warring governments on a yacht in Chesapeake Bay until he convinced the two powers to sign the Treaty of Portsmouth (1905) to end hostilities; an act that earned him the Nobel Peace Prize. But it kept the balance of power in the Far East, and thus secured American control of the Philippines for the next 30 years. See the "Empire of Liberty" section for details of the American Empire.

AMERICA: THE LAST, BEST HOPE OF EARTH

"We began this experiment by stating that 'All men are created equal'. We now practically read it as 'All men are created equal except for Negroes'. Soon it will read 'All men are created equal except for Negroes, foreigners and Catholics'. At which time I would prefer to emigrate abroad, to Russia say, where despotism can be taken pure, and without the base alloy of hypocrisy."

— Abraham Lincoln, 1839

From its early inception as a group of 13 colonies recently freed of its mother country, the United States of America had viewed itself as an exceptional nation. Its liberties were greater than any other nation on Earth, and were the beacon of liberty to the poor huddled masses yearning to breathe free; et cetera. Americans viewed (and still view) themselves as rugged individualists who value self-reliance and believe that hard work and living right will inevitably make a man healthy, wealthy, and wise; to paraphrase Benjamin Franklin.

Yet from the beginning there were disturbing shadows in the light of equality. Men could vote for their political leaders, but in many states only men of property could do so. Women had no vote, being the creature of home and hearth.¹⁴ Worse still, the Constitution even gave the mathematics of inequality: the 3/5ths a black man counted towards creating Congressional districts. Never mind they had no vote, their numbers were still calculated to put white men into the national legislature. Hardly equality, and even the French Revolution engaged in no such hypocrisy despite its excesses in most other realms.

Even after Jeffersonian and Jacksonian democracy extended votes to all free white men, the color still held sway. Native Americans such as the Cherokee who tried to create themselves a western style culture but retaining their own language and customs still had their land stolen by the very same Jackson that believed in the common man. Apparently, Native Americans were not eligible for that definition. By the beginning of the Gilded Age native tribes found themselves being driven from their lands to reservations, treaties broken, and those who resisted forced to flee to Canada like Sitting Bull or driven to ground and forced to surrender like Chief Joseph and his less than 200 remaining followers.¹⁵ The Ghost Dance of Wovoka in early 1891 and the massacre at Wounded Knee spelled the end of any native resistance and the former proud tribesmen of North America wasted away in third class citizenship on reservations in the unwanted parts of the continent.

The slavery question would be confronted, but apparently only

after all other political compromises had been tried or rejected. The Civil War seemed to decide the status of African-Americans at least until the pejorative legislation of the infamous Plessy v. Crow ruling in Louisiana. This law, upheld by the Gilded Age Supreme Court, allowed the dictum 'Separate but Equal', or 'Jim Crow Laws' as they came to be known to take root in the South. Authorities certainly did their best to insure that the races were 'Separate' but hardly 'Equal'.

Curiously, the above concept could just as easily be applied to the 'Separate but Equal' nominally to economic spheres of Labor versus Owners. Certainly it seems so from reports of owner's use of economic leverage to force their workers to vote whichever way the management believed most advantageous for their interests.¹⁶

In the hallowed American republic, men were supposedly created equal by the divine, but that equality fell short in the hard reality of 14 hour work days, children crippled in machinery while forced to work, and sweatshops where young women burned to death due to being locked in their shops to keep them at their tasks. Such seems to make a mockery of any sort of 'Equality' in American life.

The previous are of course the Gilded Age as we know it from history. In the Victorious RPG some or all can be modified to fit a specific chronicle setting. Steampunk science can ameliorate (or exacerbate) any of these problems, and of course SuperMankind can certainly make their mark on the era as well. The GM and her players have the power to remake the nation, though will it be for good or ill?

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FROM SEA TO SHINING SEA

A BRIEF INTRODUCTION TO NINETEENTH-CENTURY AMERICA

Americans today looking back to the United States of the late Nineteenth century will experience odd feelings of both recognition and jarring differences. Though this was merely a century and a half ago, United States culture sharply (one might say relentlessly) moves forward. To the American, new things are inherently good and old things are inherently bad; at least that is what culture tries to tell us. Most other countries (especially before the industrial revolution) would consider 150 years or so to be the blink of an eye. Not so the citizen of the United States! So, buckle up ladies and gentlemen; its going to be a bumpy ride.

ECONOMY

During the era of the “Gilded Age” (roughly 1870-1901) America continued to evolve from an agricultural nation to an industrial nation. With the end of the fighting in the Civil War (1865), this trend moved forward at a breakneck pace. Industrial slums predominated in every major city in the country, and at this time there was no such thing as government assistance. Charities and churches did their best, but all too frequently they were overwhelmed by the totals of needy folk.

The American government did its best to limit Federal authority to defense, patrolling the frontier in the West, and collecting taxes on imported goods. Despite America’s current infatuation with Free Trade, the USA didn’t follow such ideas and taxed imports to significant levels; all to help domestic industries. The US government was also quite willing to send US troops to break up strikes at businesses and generally help factory owners keep their workers from organizing or petitioning grievances. There will be great detail on this use of force against labor in the previous chapter’s *America in Work and Wealth* section.

After the horror of the Civil War (which killed 2% of the US population), the American citizen was brash and patriotic. While not the world’s economic superpower it would later become, US industry was growing and by the end of the Gilded Age would begin to outstrip the world’s economic superpower of the time Great Britain’s production of steel and railroads. Low state taxes (and no Federal income tax) meant that there was lots of money to speculate on new businesses and technologies. I use the term ‘speculate’ with intent, as there was no protection for investors who got swindled by a company that went bankrupt. American financial moguls such as J.P. Morgan became so powerful that in 1893 he personally loaned money to the United States government to keep the country from going bankrupt and defaulting on bonds. The conspicuous excess of the wealthy “400” (noted for the 400 families that were ‘worthy’ in the estimates of New York society) were the envy of most Americans and only a few asked if it was fair. Yes, on the whole things looked bright for the United States.

THE SHINING CITY ON A HILL

The United States of America after the Civil War of 1861-5 was a different place than the USA we know of today. Yet in many ways it was strikingly similar to social and scientific trends that any 21st century American would recognize. In this era the American concept of “moral crusades”, first epitomized in the “war to end slavery” of the middle of the century was forged. American love of technological innovation, missionary zeal to save souls, and the “can do” attitude that reveals itself in the best and worst of America emerged at this time.

The missionary zeal of making America (and by extension the world) a better place may have begun in the Civil War, but it certainly didn’t end there. The anti-alcohol Temperance movement emerged after 1870 as a political force, determined to use government to fix society’s ills. The Spanish-American War was fought in 1898 to “save” the Cubans from oppression by Spain and grant them independence; with American benevolent protection of course. By the end of the century Americans were turning outward and facing the world.

Yet America at this time was very hesitant in becoming a world power. The entire American army on the eve of the Spanish-American War of 1898 was less than 17,000 men. The New York and Chicago police departments of the time had more men. The private investigative agency called the Pinkertons had more ‘troops’ on hand than the regular army and navy combined. Americans liked it that way too.

The founding principles of the country still led to a profound sense of isolationism. Using both precedents of George Washington’s admonition for the USA to avoid foreign entanglements and president Monroe’s doctrine that promised the USA wouldn’t export its democratic system outside the Western hemisphere left Americans feeling like they were a world apart. They were, as noted at the time, a “Shining city on a Hill” whose job was to provide an example to the rest of the world to emulate if they wished. It wasn’t for the United States to go around and try to impose their virtues on other peoples; even if those peoples asked for such assistance.

What allowed the United States to stand apart from the rest of the world was, ironically enough, the navy of their old enemy the British. When the Monroe Doctrine was announced in 1823, in truth the Americans couldn’t actually enforce it. Yet the British agreed with the doctrine and thus put the Royal Navy (largest in the world) in the service of the American doctrine. Thus the USA got a “free ride” while English taxpayers subsidized the navy that kept the rest of Europe away from the American territories.

So, Americans at this time were proud of their nation, their industry, and their democracy. Sometimes insufferably so, though it was an odd circumstance that Americans could go around Europe and speak in a manner that would get a Britain speaking similarly in France (or vice versa) challenged to a duel. Americans, being considered semi-barbarous due to the

deluge of Wild West novels that were popular in the Old World, were always given a free pass. "S/he's only an American, don't you know. It's just their way," was how the thought went, from Scotland to Sicily, from Portugal to Berlin.

NINETEENTH CENTURY AMERICA THROUGH MODERN EYES

Looking at the United States over a century ago, it is tempting to use our hindsight to say that America's rise to superpower status was foreordained. Perhaps, but it wasn't viewed that way by many Americans. Though a fount of much technological innovation, the United States of the time was also viewed as a wildly capitalistic nation with little or no government control of businesses and monopolies. Yet business at the time was considered the height of American efficiency. In fact the novel *The Great War Syndicate* by Frank R. Stockton purported a war with Great Britain (already unlikely) and the USA simply turned the war over to a business syndicate instead of trying to fight it themselves. Of course the business syndicate, more efficient than mere government, wins the war in short order and is duly paid for their efforts by a grateful nation. Highly unlikely with what we know of business today, yet it was reflective of the real perception by most middle class Americans of the era.

At this time America was also a notorious breaker of international copyrights. European countries frequently complained that their citizens were losing money due to copyright infringements, but the American government would do nothing. United States copyright law only protected a copyright for 14 years and after this all was considered public domain. However, the US government didn't enforce even this weak law unless it was an American citizen's copyright being infringed. As an example, the author Garrett P. Serviss wrote an unauthorized sequel to H. G. Wells' book *War of the Worlds* and called it *Edison Conquers the Martians*. Wells didn't get a dime, and the book continued to sell for decades.

In this regard America was viewed as a rising economic power but not much on the world stage of great powers. Even as late as 1890 the navy of Chile was larger than the entire United States navy on both coasts! Fortunately for Washington, the British Royal Navy kept the sea lanes peaceful so that America didn't need to build a large navy until the turn of the century. So, much as Americans today complain of our economic competitors sheltering behind the American military and thus able to spend less on defense and more on economic infrastructure, we enjoyed it on Britain's tab until World War I so what goes around comes around.

For the modern reader, the best way to view the USA at this time is much like China today. Economically strong, its military was comparatively weak compared to other world powers of the day. Yet America had huge potential to build a world class military at need, again like modern China. It was known as an exploiter of copyrighted material from foreign nations as China is accused of today. The USA took advantage of free trade with other countries, yet kept a rigorous import tax system on foreign goods to encourage local industry. Again, like China the USA was a nation on the rise, but wasn't there yet.

THE STATE OF THE UNION

By the 1890s America consisted of 46 states and three territories (Alaska, Arizona Territory consisting of the future states of Arizona and New Mexico, and Oklahoma) and only at the end of the decade adding Hawaii, Puerto Rico, Guam, and the Philippines. However, while the 3 earlier territories were planned to eventually become states only Hawaii was expected to become a state in the Pacific or Caribbean. This was awkward as all territories attained by the USA in the past were expected to gain state status eventually.

Despite all that territory the USA only had a population of 75 million people. In perspective, this was 50% more than the population of modern Texas alone. Thus west of the Mississippi river the country was sparsely populated. Alaska had the smallest population, though that would change after the turn of the century thanks to the Yukon Gold Rush. Hawaii actually had more Japanese residents than American, which was why Washington finally annexed the territory after 10 years of wrangling. As far as they were concerned, if the United States didn't take the island then Japan would and this concerned Americans, especially on the West Coast.

THE SOUTH WILL RISE AGAIN

The Civil War ended in 1865, but the scars from that conflict still fed resentments both North and South. In the states of the former Confederacy, there was only partial acceptance of the loss of brief independence. Unfortunately, African-Americans suffered most as the South implemented both overt (tests made to exclude black voters) and covert (Ku Klux Klan and similar groups) means to keep them from exercising their political rights. Indeed, the infamous "Jim Crow" laws actually segregated the races more than they had been before the Civil War. Some attempt was made to appease the South by enlisting Joseph "Fighting Joe" Wheeler, a former Confederate general, to act as second in command of the US forces that invaded Cuba during the Spanish-American War; with some success. Still, the South still had groups that, as the saying went, "kept their Confederate money, for the South shall rise again!" These ranged from the Ku Klux Klan to the White League, a group originally formed to fight Northerners during the Reconstruction of the Southern states.

GO WEST, YOUNG MAN

The West at this time was a study in contrasts. While the plains were full of ranchers and farmers in the grand style of the Old West, the California coast was dotted with cities that lived on trade and mining. San Francisco was the biggest city on the west coast at this time, and its notorious "Barbary Coast" quarter of the metropolis had the same reputation as Las Vegas does to the 21st century American. Anglos, Hispanics, Chinese immigrants, and African-Americans mixed in this city of wealth and surprises. Unlike the East coast, San Francisco had a 'new' feel to the city, and as such had its share of growing pains that led to Chinese persecutions and other injustices too many to name here. In short, consider it a boom town writ large.

Of course the "frontier" was the area of greatest development during the period, much to the chagrin of the Native American tribes. They found their treaties broken, their lands taken, and small reservations set up to house their dwindling populations in an effort to retain their unique cultures.

For more specific notes on the Wild West, see the section "Wild Wild West" later in this work.

GEOGRAPHY OF THE UNITED STATES OF AMERICA

The concept of political geography is a tenuous art at best, but this section will give the reader the major changes during the latter nineteenth century that could be important to a Victorious chronicle. The population of the United States of America in 1873 was about 63 million. This population, already nearly twice the population of the USA only fourteen years earlier (1860), would expand yet again to almost 100 million by the turn of the twentieth century. Most of this growth was due to immigration, and many of these went to the American west to build a life on the 'Frontier.' This caused state and territorial boundaries to fluctuate, and a list of some of these changes are given below.

- 1876: The admission of the state of Colorado into the union.
- 1882: The enlargement of the Nebraska Territory at the expense of the reduced Dakota Territory.
- 1889: The admission of Washington State along with the states of Montana, North Dakota as well as South Dakota.
- 1890: The admission of the states of Idaho and Wyoming. The territory of Oklahoma was formally organized from several (though not all) Indian tribal land grants.
- 1893: The further enlargement of the Oklahoma Territory by merging with other Indian lands.
- 1896: This year saw both the admission of the state of Utah as well as the final settlement of the Texas-Oklahoma boundary controversy.

THE SEAPORTS AND THE ATLANTIC COAST PLAIN

The United States of America together with the possessions included within the domain of the Republic comprise an area somewhat greater than that of Europe. With respect to latitude, the position of the main body of the United States is extremely fortunate. Practically all its area is situated in the warmer half of the temperate zone. Only a small part lies beyond the northern limit of the corn belt; wheat, oats, and barley are cultivated successfully throughout four-fifths of its extent in latitude; grass, and therefore cattle and sheep are grown in nearly every part. Coal, iron, copper, gold, and silver, the minerals and metals which give to a nation its greatest material power, exist in abundance, and the successful working of these deposits have placed the country upon a very high commercial plane.

Topographically the United States may be divided into the following regions.

The Atlantic Coast-Plain

The Appalachian Ranges and the New England Plateau

The Basin of the Great Lakes

The Northern Mississippi Valley Region

The Southern Mississippi Valley and Gulf Coast

The Arid Plains

The Plateau Region

The Pacific Coast Lowlands

The topographic and climatic features of these various regions have had a great influence not only on the political history of the country, but their effect has been even greater in determining its industrial development. They have resulted in the establishment of the various industries, each in the locality best adapted to it, instead of their diffusion without respect to the necessary conditions of environment.

The foregoing regions are also approximately areas of fundamental industries. Thus, the New England plateau supplies the rest of the United States with light manufactures, such as cotton textiles, woollen clothing, hats, shoes, cutlery, books, writing-paper, household metal wares, etc., but sells the excess abroad. The middle and southern Appalachians, with the coal which forms their chief resource, supply the rest of the country with structural steel, from ores obtained in the lake regions, and sell the excess to foreign countries.

The northern Mississippi Valley grows nearly one-fourth of the world's wheat-crop. The wheat of this region and the Pacific coast lowlands supplies the country with bread-stuffs, and exports the excess to western Europe. The Gulf States, which produce three-fourths of the world's cotton-crop, supply the whole country and about one-half the rest of the world besides with cotton textiles. The grazing regions produce an excess of meat for export; the western highlands furnish the gold and silver necessary to carry on the enormous commerce.

The Atlantic Coast-Plain and the Seaports: Throughout most of its extent the Atlantic seaboard of the United States is bordered by a low coast-plain. Along the northeastern coast of the United States the coast-plain is very narrow; south of New York Bay it has a width in some places of more than two hundred miles.

The existence of this plain has had a marked effect on the commercial development of the country. The sinking or "drowning" of the northern part of it has made an exceedingly indented coast. The drowned valleys, enclosed by ridges and headlands, form the best of harbors, and nearly all of them are northeast of New York Bay. South of New York Bay good harbors are comparatively few. For the greater part they occur only when old, buried river-channels permit approach to the shore.

In a region rife with harbors, the most important port of entry is New York, and it derives its importance from two factors. It has a very capacious harbor, into which vessels drawing as much as thirty-five feet may enter; its situation at the lower end of a series of valleys and passes makes it almost a dead level route from the Mississippi to the Atlantic seaboard. The importance of New York as the commercial

gateway between European ports and the food-producing region of the American continent began when the Erie Canal was opened between the Great Lakes and tide-water. The completion of the canal for the first time opened the rich farming lands of the interior to European markets. Probably a greater tonnage of freight is carried yearly over this route than over any other channel of trade in the world.

Boston has been one of the leading ports of the United States for considerably more than a century. It ranks second among the ports of the United States. Regular lines of transit connect it with the principal ports of Great Britain and Canada. The coast trade is also very heavy. Boston is the financial and commercial centre of New England; the cotton, woollen, and leather goods passing through the port find their way to nearly every inhabited part of the world. The city controls a considerable export trade of food-stuffs from the upper Mississippi Valley. The vessels entering and clearing at Boston indicate a movement of about four million five hundred thousand tons, about one-fourth that of New York. The clearing-house exchanges average about six billion dollars yearly.

Philadelphia, on account of its distance inland, is not fortunately situated for ocean commerce. Steamships of deep draught reach their docks at the lower end of the city under their own steam, but sailing-craft pay heavy towage fees. There are regular lines to Liverpool, Antwerp, West Indian ports, Baltimore, and Boston. Philadelphia is the centre of the anthracite coal trade, and this is the chief factor of its domestic trade. The imports of fruit from the West Indies, carpet-wool from Europe, and raw sugar from the West Indies, form the greater part of its foreign business. The manufactures are mainly carpets and rugs, locomotives and iron steamships, and refined sugar. The carpet-weaving and the ship-building plants are among the largest in the world. The ocean movement of freight is more than three million five hundred thousand tons yearly.

Baltimore is likewise handicapped by its distance inland. Sailing-vessels, however, require only a short towage, the docks being scarcely a dozen miles from Chesapeake Bay. The harbor is deep and capacious. The Pennsylvania and Baltimore & Ohio railway systems have made Baltimore an important railway centre. The completion of the Gould railway system to the Atlantic seaboard has made the city second to New York only in the export of corn, wheat, flour, and tobacco. The most noteworthy local industry is the oyster product, which is the greatest in the world. Nearly ten thousand people are employed, and during the busy season--from September to the end of April--about thirty carloads of oysters a day are shipped.

Portland, Me., has good harbor facilities, but is distant from the great lines of traffic. Steamship lines, which in summer make Montreal a terminal point, occasionally make Portland their winter harbor. Newport News, Savannah, Charleston, and Brunswick are growing in importance as clearing ports for the cotton and produce from the region west of them. Norfolk obtains importance on account of the United States Navy-Yard; it is also the great peanut-market of the world.

THE NEW ENGLAND PLATEAU AND THE APPALACHIAN REGION

The manufacturing regions of the United States, which connect the country with the rest of the world, include mainly the New England plateau and the Appalachian ranges.

The New England Plateau: This region embraces the New England States and practically includes all the eastern part of New York and northern New Jersey. The abruptly sloping surface affords a great wealth of water-power, and the region is one of the most important centres of light manufacture in the world. This industry resulted very largely from the conditions imposed by the War of 1812 and its consequent non-intercourse acts.

The interruption of foreign commerce not only cut off the importation of manufactured commodities, but also made idle the capital employed. Manufacturing enterprises started in various parts of the United States, but they prospered in this region for three reasons--an abundance of power, plenty of capital, and business experience. Steam-power is largely supplanting water-power in the manufacturing enterprises, and in many instances the establishments have been moved to tide-water in order to get their coal at the lowest rates of transportation.

Chief among the manufactures are cotton textiles, the yearly output of which is about three hundred million dollars. About nine-tenths of the cotton goods made are consumed at home. Of the remainder, China purchases one-half. Great Britain and Canada take one-fourth, the South American and Central American states purchase most of the remaining output. The great improvement of spinning and weaving machinery has enabled the cotton manufacturer to export his wares to about every country in the world.

Boots, shoes, and other leather goods are also important manufactures. The invention of improved machinery for making shoes has revolutionized the industry to the extent that a pair of stylish shoes may be purchased anywhere in the United States for about half the price charged in 1880. Another result is the enormous importation of hides from South American countries and Mexico.

The New England plateau is also the centre of a large number of manufactures that require a high degree of mechanical skill and intellectual training, such as small fire-arms, machinery, watches and clocks, jewelry, machine-tools, etc.. The location of such industries depends but little upon climate, topography, or the cost of transportation; it is wholly a question of an educated and trained people. This region is likely to lose a considerable part of its manufactures of cotton textiles, inasmuch as the industry is gradually moving to the cotton-growing region. The manufactures requiring training and skill, however, are likely to remain in the region where they have grown up.

Lawrence, Lowell, Manchester, and Nashua--all on the Merrimac River; Lewiston, Waterville, Augusta, Woonsocket, and Adams--each situated at falls or rapids--are great centres of cotton manufacture. Fall River has an abundance of water-power, and at the same time is situated on tide-water. Having

the advantage of good power and cheap transportation, it has probably the greatest output of cotton textiles of any city in the world. Textile establishments have also grown up in the cities and towns of the Mohawk Valley, being attracted by the excellent facilities for transportation and also by the available water-power. Lynn, Brockton, Haverhill, Marlboro, and Worcester are centres of boot and shoe manufacture; they turn out about two-thirds of the product of the United States.

Bridgeport and New Haven have very large plants for the manufacture of fire-arms and fixed ammunition; Waterbury and Ansonia for watches, clocks, and brass goods; Meriden for silverware, and Waltham for watches. Worcester, Hartford, North Adams, Fitchburg, and Providence have each a great variety of manufactures. The foreign commerce of these manufacturing centres is carried on mainly through Boston. New Haven, New Bedford, Providence, Salem, Gloucester, and New London control each a very large local commerce.

South of New York Bay the Atlantic coast-plain attains an average width of nearly two hundred miles. The pine forests of this plain yield lumber, tar, pitch, and turpentine. The productive lands are valuable chiefly for their output of dairy stuffs, fruit, and "garden truck," which find a ready market in the larger cities. In order to encourage this industry, the railways make special rates for dairy products, fruit, and vegetables, and afford quick transit for such freight.

Manufacturing industries are rapidly taking shape in this part of the United States. Along the line where the coast-plain proper joins the foot-hills of the Appalachian ranges, the rivers reach the lower levels by rapids or falls. The estuaries into which they flow are usually navigable for river-craft. The manufacturer thus has the double advantage of water-power and low transportation. The opening of the southern Appalachian coal-mines has also greatly encouraged manufacture in this region. Richmond, Columbia, Milledgeville, Augusta, and Columbus are thus situated. Their manufactures are very largely connected with the cotton-crop.

The domestic commerce of the Atlantic seaboard of the United States is probably larger than that of any other similar region in the world. It is considerably larger than the "round-the-island" trade of Great Britain. Much of this trade is carried by steam-vessels, but the three-masted schooner is everywhere in evidence, and these craft carry a very large part of the coal that is moved by water. This trade is restricted to vessels flying the American flag.

The Appalachian Region: The middle and southern Appalachian region has become the most important centre of iron and steel manufacture in the world. This great development has resulted from several causes, the chief being the existence of coal and unlimited quantities of iron ore on the one hand, and unusual facilities for cheap transportation on the other. There are practically three areas of steel manufacture--one along the Ohio River and its tributaries in western Pennsylvania; another is situated along the south shores of Lake Erie and Lake Michigan; the third includes the Birmingham district in the southern Appalachians.

The steel-making plants of the Ohio River are located with reference to the transportation of their products, and therefore

are built usually alongside the river. The coal or coke is commonly shipped in barges of light draught; the manufactured products are carried by rail. The greater part of the ore is brought from the Lake Superior region. It is shipped at a very small cost from the ore quarries to the lake-shore, and by rail from the lake-shore to the manufacturing plant. In order to avoid heavy grades the ore railways are also built along the river-valleys.

Some of the various steel-making plants are equipped for the manufacture of building or "structural" steel, others for rails and railway equipment's, still others for tin-plate, or for wire, or for tool steel. In a few mills armor-plate and ordinary plate for steel vessels form the exclusive product. The diversity of the product has led to the organization of great corporations, each of which controls half-a-dozen or more plants, the transportation lines necessary to carry the product, the ore quarries, and the fuel-mines.

The wonderful development of the steel industry in the United States is due to the use of labor-saving machinery, and to the superb organization. The wages paid for labor are higher than those paid in European steel-making centres; the cost of living is not materially greater. The price of steel rails, which in 1880 was forty-eight dollars per ton, in 1900 was about twenty dollars per ton.

Pittsburgh, together with Homestead, Carnegie, McKeesport, Duquesne, and Braddock, is the chief steel-making centre of the Ohio River Valley. There are also large plants at New Castle, Sharon, Scranton, Johnstown, Bellaire, Youngstown, Mingo Junction, and Wheeling. The steel-plant and rolling-mills at South Bethlehem are designed especially for the manufacture of the heavy ordnance used in the army and navy. Nearly all the cities and towns of Pennsylvania, West Virginia, and eastern Ohio carry on manufacturing enterprises that depend on coal mining and steel manufacture. The great and diversified manufactures of Philadelphia are due to its fortunate situation at tide-water, near the coal-mines. Cheap fuel and water transportation have made it one of the great industrial centres of the world.

The anthracite coal of this region is used wholly for fuel and steam-making; it is shipped partly by water from Philadelphia, but mainly in specially constructed cars to the various points of consumption. The soft coal is used also for fuel and steam-making, but a large part of the product is converted into coke and used in the steel-plants.

The petroleum of this region is a leading export of the country, the states of western Europe being the chief purchasers. Of agricultural products, hay, dairy products, and tobacco are the only ones of importance. Natural gas is used both as a fuel and in manufactures.

The lake-shore centre of steel manufacture depends largely on the low cost of transporting the iron ore, which in part is offset by the increased cost of coal. The low cost of shipping the manufactured product over nearly level trunk lines is a very substantial gain. South Chicago, Toledo, Sandusky, Lorain, Cleveland, Ashtabula, Conneaut, Erie, and Buffalo are centres of steel manufacture or ore shipment, because they are situated on this great trade-route or line of least resistance.

The coal-mines and iron-making plants of the southern Appalachians have a considerable area. The chief manufacturing centres are Birmingham, Richmond, Roanoke, and Chattanooga. A considerable part of the Virginia ores find their way to the Ohio River steel-mills. Open-hearth steel is an important manufacture in Birmingham. A large part of the ores smelted in the southern Appalachian region are made into foundry iron.

THE BASIN OF THE GREAT LAKES AND THE MISSISSIPPI VALLEY

The principal agricultural region of the United States extends from the Appalachian ranges to the Rocky Mountains. A certain amount of bread-stuffs, meat, and dairy products are grown in nearly every part of the country for local use, but the grain, meat, and cotton of this region are designed for export, and are therefore factors in the world's commerce. The basin of the Great Lakes connects the Mississippi Valley with the Atlantic seaboard.

The Basin of the Great Lakes: This region includes not only the Great Lakes and the area drained by the streams flowing into them, but also a considerable region surrounding that commercially is tributary to the traffic passing over the lakes. This basin itself is a part of a trade-route destined very shortly to become one of the greatest highways of traffic in the world.

The lakes afford a navigable water-way which, measured due east and west, aggregates nearly six hundred miles. This route is interrupted at Niagara Falls and at St. Mary's Falls, between Lake Superior and Lake Huron. On the Canadian side, Welland Canal, Lake Ontario, and the St. Lawrence connect Lake Erie with tide-water. In the United States the Erie Canal connects the lake with the Hudson River and New York Bay.

From the head of Lake Superior railway routes of minimum grades--the Great Northern and the Northern Pacific--cross the continent to Puget Sound, the best harbor approach to the Pacific coast of the American continent. The harbors of Puget Sound, moreover, are materially nearer the great Asian ports than any other port of the United States. The level margins of these lakes are roadbeds for many miles of railway track; in many instances the railways are built on the tops of terraces that once were shores of the lakes.

Duluth, at the head of Lake Superior, became commercially important when the St. Mary's Falls Canal was completed. Much of the tremendous tonnage of freight passing through the canal is assembled at this place. The freight shipped consists mainly of farm products collected from an area reaching as far west as the Rocky Mountains. There is also a considerable shipment of iron ores obtained near by. Buffalo, at the lower end of Lake Erie, owes its activity to the trade in lumber, grain, and other farm products that come from Western lake-ports. It is the eastern terminus of the lake-commerce and the western terminus of the Erie Canal.

Chicago, at the head of Lake Michigan, has a very heavy lake-trade. The mouth of Chicago River, the natural harbor of the city, has been improved by a system of basins and breakwaters. The river itself has been converted into a ship and drainage canal that

is connected with the Illinois and Mississippi Rivers. It is now an outlet instead of a feeder to the lake, and the city built about old Fort Dearborn has become the greatest railway centre in the world.

Milwaukee has a situation in many ways resembling that of Chicago, its harbor being the mouth of Milwaukee River. Like Chicago, it owes its importance to its lake-trade. Detroit (with Windsor, Ont.) owes its growth partly to its strategic position on the strait connecting Lake Huron and Lake Erie, and partly for its position between the lakes. It is an important collecting and distributing point for lake-freights, and the chief centre of commerce with Canada. Several east-and-west trunk lines and local lines of railway have freight terminals in the city; it is also the centre of the most complete system of interurban electric railways in the world. Port Huron (with Sarnia, Ont.) has a geographic position similar to that of Detroit, and is also an important lake-port. The St. Clair River is tunnelled at this point. Cleveland, Toledo, Sandusky, and Erie contribute very largely to the lake-trade. Grand Rapids is the business centre of furniture manufacture of the United States.

The great iron-ore ranges about Lake Superior have had much to do with the growth of the local lake-trade. This has resulted in the establishment of a large number of shipping-ports near the head of the lakes, and also a number of receiving ports on the south shores of Lake Erie and Lake Michigan. Some of the latter have become also great manufacturing centres of structural iron and steel.

Various centres of industry at a considerable distance from the Great Lakes are contributors to their trade. Thus, on account of the low rate for grain between Chicago and New York City--about 5¼ cents per bushel--there are yearly very heavy shipments of the grain designed for Liverpool. St. Paul and Minneapolis are also collecting and distributing centres of lake-freights. A considerable part of the business of the lake-region is carried on by the Canadians, who have improved their resources for production and transportation to the utmost.

The Northern Mississippi Valley Region: This region extends from the Appalachian ranges to the western limit of wheat and cotton growing. On the south it is limited by the cotton-growing region. Its boundaries are therefore climatic and commercial.

The surface is level; there is a rich, deep soil and an abundant rainfall. It has therefore become one of the foremost regions of the world in the production of corn, wheat, pork, dairy-stuffs, and general farm produce. The evolution of farming machinery is the direct result of topographic conditions. A level, fertile region naturally invites grain-farming on a large scale. This, in turn, must depend very largely on the ability of the farmer to plant and harvest his crops with the minimum of expense and time.

Hand-work in harvesting and planting has almost wholly given way to machine-work. Farming carried on under such conditions requires not only a considerable capital, but close business management as well. Some of the results have been very far-reaching. The machinery and other equipment's require capital, and this in late years has been borrowed from Eastern capitalists. The prompt business methods of the money-lender

brought about no little friction, and it is only within recent years that each adjusted himself to the requirements of the other.

The system of machine-farming to a great extent has prevented the subdivision of farms. As a rule, quarter and half sections represent the size of most of the farms, but tracts varying from five thousand to ten thousand acres are by no means uncommon. The chief drawback to this method in the case of wheat-farming, however, is the low yield per acre. The average yield per acre for the United States, a little more than twelve bushels, is scarcely half the average yield in Europe. Although the farmer has done much to reorganize his business methods, he has done but little to maintain the productivity of his land.

The cities and towns of this region are mainly receiving and collecting points for farm produce. Nearly every village is equipped with elevators and grain-handling machinery; the larger towns, as a rule, have stock-yards and the necessary facilities for cattle shipment; the large cities are usually centres of meat-packing. Most of the meat-packing is a necessity; for although cattle may be shipped alive and beef may be transported in refrigerator ships and cars, pork is not marketable unless pickled, salted, or smoked. The pork thus exported, aggregating about six hundred million pounds yearly, must be prepared, therefore, somewhere near the cornfields. Manufacturing enterprises are operated on a very large scale, but in the main their products are farm-machinery and the commodities required by a farming population.

Education in agriculture is provided for in nearly every State in the Union. The agricultural colleges in the States composing this group rank among the best in the world. In addition to the ordinary courses in such institutions, there are also many experiment stations for the study of economic plants, cattle diseases, and insect pests.

Chicago is the largest food-market in the world. The industries of the city are almost wholly connected with the commerce of grain, pork, meat, and other food-stuffs. For the transportation of these commodities about thirty great trunk lines enter the city and about twelve hundred passenger trains daily arrive and depart from its stations.

The freight terminals are connected by transfer and belt lines, which receive and distribute the cars passing between the eastern and the western roads. More than five hundred freight trains, aggregating about twenty thousand cars, arrive and depart daily.

St. Louis originally derived its importance as a river-port of the Mississippi, having been the connecting commercial link between the upper and the lower river. In recent years it has become the metropolis of the southern part of the food-producing region. In addition to the river-trade, still largely controlled at this point, it is the focus of more than twenty trunk lines of railway. Some of these, like the trunk lines of Chicago, handle freight exchanged between the East and West; but a large proportion are receiving and distributing roads for Southern freight.

St. Paul and Minneapolis are the metropolis of the upper Mississippi. The former grew from a trading-post at the head of navigation; the latter gained its commercial prominence from the water-power at the falls of St. Anthony. The former has

become the chief railway and distributing centre of the northern Mississippi Valley; the latter has the greatest flour-mills in the world, and an extensive lumber-trade. Both are situated on the trade-route between the United States and Asian ports, and distribute a part of the trade that comes from them.

The two Kansas Cities, Omaha, South Omaha, and Sioux City are stock-markets and meat-packing centres. The first two named are collecting and distributing points not only for the Mississippi Valley, but also for a considerable share of the Pacific Coast trade. Kansas City is also a transfer station for the cotton destined for China. From this place it is sent by way of Billings to Seattle, and thence shipped to China.

Cincinnati is the metropolis of the Ohio Valley. Its situation on a bend of the river gives most excellent landing facilities; the easy grade from the bluff to the bottom-lands along the flood-plain of Mill Creek makes it accessible to the railways that enter the city. On account of low rates of transportation by river-barges, about three million tons of coal and one million tons of pig-iron and steel billets are floated to the city to be manufactured into other steel products. Indianapolis is a great railway centre, where much of the freight passing between Chicago, Louisville, Cincinnati, and Pittsburgh is exchanged. Columbus, too, is similarly situated as a railway and farming centre.

Louisville is a market of the tobacco region, and has probably a larger business in this industry than any other city in the world. Davenport, Rock Island, and Moline form a single commercial centre, the last-named having the largest establishment for the manufacture of ploughs in the world. Dubuque, Burlington, Quincy, and Muscatine are river-ports, all having a considerable trade in the lumber that is carried down the river.

The Southern Mississippi Valley and Gulf Coast.--This region receives a generous warmth and rainfall. Cotton is its staple product, and nearly all the industries are connected with the growth, shipment, and manufacture of the crop and its side products. The cotton, raw or manufactured, is sold in about every country in the world.

The commercial part of handling the cotton-crop begins within a very few weeks from the time of the first picking. The baled cotton is hauled by team from the plantation to the nearest market-town, an item sometimes greater than the entire freightage from the nearest seaport to Liverpool.

The season for export lasts from September until the middle of January, during which time brokers are visiting the smaller markets in order to buy it on commission. It is then shipped by rail or by river to the nearest general market, where it is sold to the foreign buyers and domestic manufacturers.

New Orleans, the metropolis of the South, has usually the heaviest export of cotton, amounting to about one billion pounds each year.

Much of this is received by water from the various river-ports. The city is not only a river-port, but an important seaport as well, controlling a large part of the foreign commerce of the Gulf. Several trunk lines of railway enter the city, which is a receiving and distributing depot for both Atlantic and Pacific freights. A

considerable part of the former are sent by ocean steamships from New York. An elaborate system of sewerage, well-paved streets, and a good water-supply—all recently put into operation—have made the city one of the most attractive in the United States.

Galveston is destined to become a leading port for cotton export. It has the advantage of a fine harbor on the seaboard, and the disadvantage of a location so low that very heavy south winds flood the streets with water from the Gulf. The growth of the export trade is due chiefly to the increasing crop of Texas. Shipments from Galveston begin in September, the Texas crop being the first to mature. Savannah and New York rank next in their exports. Pensacola and Brunswick are also important points of export. Memphis, Vicksburg, Shreveport, Houston, and Montgomery are important collecting stations for the cotton.

About one-third of the crop is retained for manufacture in the United States; one-third is purchased by Great Britain, one-sixth by Germany, and most of the remainder by France, Italy, Spain, and Japan. Of the manufactured cotton goods, the Chinese are the heaviest buyers, taking about half the entire export. Most of the Chinese purchase is landed at Shanghai.

In the main, the manufactures of this region closely concern the cotton industry. The increase in the manufacture of textile goods has been very great, and a large part of the cotton now manufactured in the New England States and abroad, in time will be made in the cities and towns of this section. In addition to the textile goods, cottonseed-oil is an important product. A part of this is used in the mechanical arts, but the refined oil is used mainly for domestic purposes. A considerable part of the latter is used to adulterate olive-oil, and in some instances is substituted for it. The refuse of the seed is made into fertilizer.

Atlanta is one of the foremost cities in the South in the manufacture of cotton textiles and products. Commercially its situation resembles that of Indianapolis; it is a focal point of the chief trunk lines of railway in the South, and has the principal railway clearing-house. Like New Orleans, it is an educational centre and one of the foremost in the South. Macon, Dallas, Fort Worth, and San Antonio are growing commercial centres.

The manufacture of cane-sugar has been an industry of Louisiana for more than a century. Since the advent of beet-sugar, however, it has been a somewhat precarious venture, and has depended for existence very largely upon tariff protection and bounties paid to the American sugar-makers. Tobacco manufacture centres at Tampa and Key West. Cuban leaf is there converted into cigars.

Fruit culture is a great industry. Millions of melons and great quantities of pineapples, oranges, and small fruit form the early crop that is shipped North. The orange groves are mainly in Florida. The crop is exhausted about the time that California oranges are shipped East. A great deal of tropical fruit is brought from Mexican, Central American, and South American ports. This trade is controlled mainly at Mobile, which is also a lumber-market.

The Arid Plains and the Grazing Region: This region includes the high plains approximately west of the 2,000-foot contour of level, together with a part of the plateaus of the western

highland region. It is essentially one of grazing. Formerly there was an attempt to make wheat-growing the chief industry, but on account of the limited rainfall not more than three crops out of five reached maturity.

The earlier cattle-growing was carried on in a somewhat primitive manner; the cattle herded on open lands, wandering from one range to another, wherever the grazing might be good. The ownership of the cattle was determined by the brand the animal bore, the herds were "rounded up" twice a year to be sorted; at the round-up the "mavericks," or unmarked calves and yearlings, were branded. In time the ranges became greatly overstocked; the winter losses by starvation were so heavy that a better system became imperative. "Rustling," or cattle-stealing, also became a factor in improving the methods of cattle-ranching. The cautious rustler would purchase a few head of cattle and add to the number by capturing stray mavericks.

Both the legitimate graziers and the rustlers at first were bitterly opposed to fencing the land. In time, however, the grazer was compelled to do this, and also to grow alfalfa for winter foddering. The great open ranges have therefore been broken up and fenced wholly or in part. The fencing, moreover, has kept a dozen or more of the largest wire-mills in the world turning out a product that is at once shipped West. As a rule, the top wire is set on insulators and used for telephone connection. The method of cattle-growing has improved the business in every way. The cattle are better kept; the loss by winter killing is very small; the "long-horn" cattle have given place to the best breeds of "meaters," which are heavier, and mature more quickly.

The success of stock-growing in this region is largely a question of climate. The sparse rainfall permits the growth of several species of grass that retain nutrition and vitality after turning brown under the fierce summer heat. Ordinary turf-grass will not live in this region, nor will it retain its nutrition after turning brown if rain falls upon it. The native grass is not materially affected by a shower or two; it is fairly good fodder even when buried under the winter's snow. The existence of this industry, therefore, turns on a very delicate climatic balance.

Of the beef grown in the United States the export product is derived mainly from this region. Nearly four hundred thousand animals are shipped alive; about three hundred million pounds of fresh beef are shipped to the Atlantic seaboard in refrigerator-cars and then transferred to refrigerator-steamships. Two-thirds of the cattle and fresh beef exported are shipped from New York and Boston.

Upward of one hundred and fifty million pounds of canned and pickled beef are also exported. All but a very small part of this product is consumed in Great Britain, France, and Germany. The cattle are collected for transportation at various stations and sidings along the railways that traverse this region. Cheyenne is one of the largest cattle-markets in the world.

Wool has become a very valuable product, and the sheep grown in this region number about one-half the total in the United States. The growing of macaroni-wheat is extending to lands that fail to produce crops of ordinary wheat.

THE WESTERN HIGHLANDS AND TERRITORIAL POSSESSIONS

The western part of the United States consists of a succession of high mountain-ranges extending nearly north and south. The two highest ranges, each about two miles high, enclose a basin-shaped plateau about one mile high. This basin is commonly called the "plateau region." The rim ranges are broken in a few places by passes that the transcontinental railways thread. West of the Sierra Nevada ranges are the fertile Pacific coast lowlands.

The Plateau Region: This region is generally arid, but on the higher plateaus there is sufficient rainfall to produce a considerable forestry and grazing. The general conditions of rainfall and topography forbid any great development of agriculture. Farming is confined to the river-flood-plains, the parks, and the old lake beds and margins.

A considerable area, estimated at more than two million acres, may be made productive by irrigation, and the United States Government is undertaking the construction of an elaborate and extensive system of reservoirs for the impounding of stream and storm waters now running to waste. The irrigated lands of this region, when their products are accessible to markets, are very valuable. The river-bottom lands of New Mexico, and the old margins of Great Salt Lake in Utah are examples. They produce abundantly, and a single acre often yields as much as four or five acres in regions of plentiful rainfall.

Not much of the crop of this region, the fruit and wool excepted, leaves the vicinity in which it is grown, on account of the expense of transportation. In the matter of the transportation of their commodities, the dwellers of the western highland are doubly handicapped. The building of railways is enormously expensive, and in a region of sparse population there is comparatively little local freight to be hauled. The difficulties of developing such a region from a commercial stand-point, therefore, are very great.

Mining is the chief industry of this section, and silver, gold, and copper are its most important products. Since the discovery of precious metals in the United States, this region has produced gold and silver bullion to the value of about four billion dollars. This sum is about one-half the value of the railways of the country, and from 1865 to 1880 a large part of the capital invested in railway building represents the gold and silver of these mines. In the last twenty years of the past century they produced an average of about one hundred and twenty-five million dollars per year, and this average is constantly increasing.

Coal-measures extend along the eastern escarpment of the Rocky Mountains, and these are destined at no remote day to create a centre of steel and other manufactures. Several of the railways operate coal-mines in Colorado and Wyoming for the fuel required. A limited supply of steel is also made, the industry being protected by the great distance from the Eastern smelteries.

Denver is the chief active centre of finance of the mining industry in the western highlands, although many of the great enterprises derive the capital necessary to develop them from New York and San Francisco. Leadville, Cripple Creek,

Butte, Helena, and Deadwood are regions of gold and silver production. Virginia City is the operating centre of the famous Comstock mines. At Anaconda is the chief copper-mine of this region. Salt Lake City and Ogden are the centre of the Mormon agricultural enterprises. Santa Fé, Las Vegas, and Albuquerque are centres of agricultural interests and stock-growing.

Spokane and Walla Walla are commercial centres of the plains of the Columbia River. The former is the focal point of a network of local roads that collect the wheat and other farm products of this region; the latter is the collecting point for much of the freight sent by steamboats down the Columbia River from Wallula. Railway transportation has largely superseded river-navigation for all except local freights, however. Boise City is the financial centre of considerable mining interests.

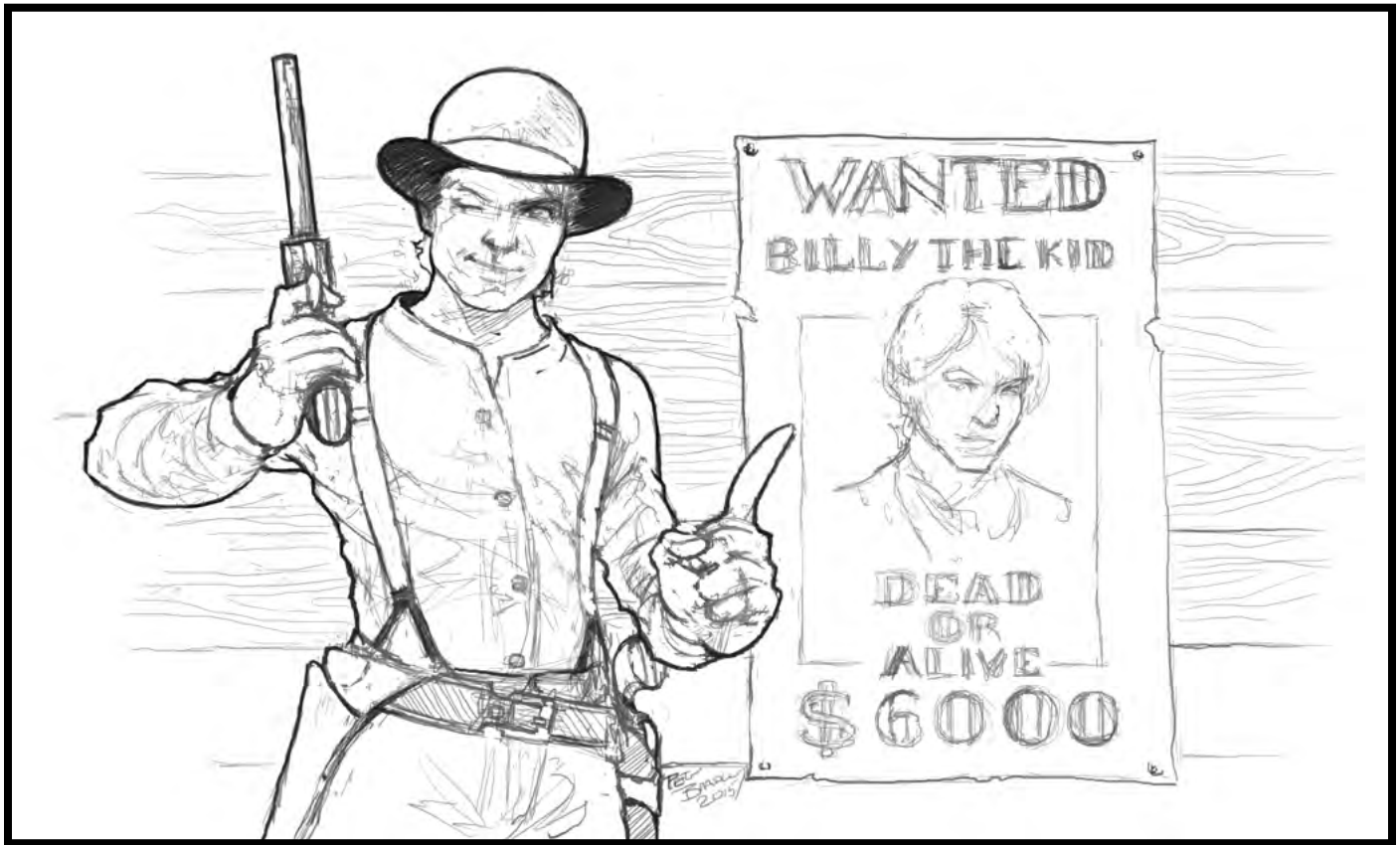
The Pacific Coast Lowlands: Climatically this region differs from the rest of the United States in having a rainy and a dry season—that is, the rainfall is wholly seasonal. In the northern part the rainfall is sixty inches or more, and rain may be expected daily from the middle of October to May. In central California the precipitation is about half as much, the rainy season beginning later and ending earlier. In southern California there are occasional showers during the winter months, aggregating ten or twenty inches.

The level valley-lands have no superior for wheat-farming, and in but one or two places is the rainfall insufficient to insure a good crop. In the San Joaquin and southern valleys of California the harvest begins in May, in the Sacramento Valley in June, and in the Willamette and Sound Valleys of Oregon and Washington in July. The wheat goes mainly to Great Britain by way of Cape Horn. It cannot be safely shipped in bulk, and the manufacture of jute grain-sacks has become an important industry in consequence. The yearly wheat product of this region is not far from eighty million bushels.

Fruit is a valuable product of the foot-hills of the Sierras, and in southern California oranges, lemons, and grapes are now the staple crop. In some cases the average yield per acre has reached a value of five hundred dollars. Some of the largest vineyards in the world are in this region. The Zinfandel claret wine and the raisins find a market as far east as London, and considerable quantities are sold in China and Japan. The navel orange, although not native to California, reaches its finest development in that State. A large part of the fruit-crop of California is handled at Minneapolis, Chicago, St. Louis, and New York. It is transported in special cars attached to fast trains.

Wool is an important crop. In the northern part the sheep thrive best in the foot-hills. The valley of Umpqua River, Ore., produces nearly seventeen million pounds of wool yearly, the staple being an ordinary variety. California produces nearly as much of the finest merino staple. A considerable part is manufactured in the mills of the Pacific coast. The Mission Mills blankets made in San Francisco are without an equal elsewhere.

The discovery of gold by John Marshall in 1848 resulted in a tremendous inflow of people to the gold-fields of California. It also was a factor in the acquisition of the territory composing the Pacific coast States. The first mining consisted merely in separating the metal deposited in the bed-rock of streams by



washing away the lighter material. In time the quartz ledges which had produced the placer gold became the chief factor in gold mining. California is still one of the leading States in the production of gold. Quicksilver mining is an important feature of the mining interests of the Pacific coast, and the mines of the coast ranges produce about half the world's output.

Lumber manufacture is an important industry. Douglas spruce, commonly known as "Oregon pine," grows profusely on the western slopes of the high ranges, the belt extending nearly to the Mexican border. It makes a most excellent building-lumber, especially for bridge-timber and framework. Masts and spars of this material are used in almost every maritime country. Sugar-pine is less common, but is abundant. It is largely used for interior work. Several species of redwood occur in central California, confined to a limited area. The wood is fine-grained and makes a most beautiful interior finish.

San Francisco is the metropolis of the Pacific coast of the United States. It is the terminus of the Santa Fé and Union Pacific railways, and the centre of a network of local roads. Steamship lines connect the city with Panama, the Hawaiian Islands, Japan, and Australian ports; coast steamships reach to the various ports of Alaska, Oregon, and California. It is also the financial as well as the commercial centre of the Pacific coast. Los Angeles is the centre of the fruit-growing region; its port is San Pedro. Stockton, Port Costa, and Sacramento, all on navigable waters, are wheat-markets. Portland (Ore.) is the metropolis of the basin of the Columbia and Willamette Rivers. Navigation of the former is interrupted by falls or rapids at Dalles and Cascades, but boats ascend as far as Wallula. The lower Willamette is also made navigable by means of a canal and locks at Oregon Falls.

Puget Sound is a "drowned valley," with an abundance of deep water. The score or more of harbors are among the best in the world. Seattle and Tacoma, the leading ports, are terminals of great transcontinental railways, and also of the most important trade-route across the continent. Lines of steamships connect Seattle with Japan and China, and the commerce passing through this gateway is drawn from a territory that extends more than half-way around the world. These ports are destined to become the chief American ports in the Asian trade."

– Commercial Geography, Jacques W. Redway

THE EMPIRE OF LIBERTY

"Extension is in the air for us Americans now. If we fall into line at its bugle blast, some may claim that it will be to our risk and harm, that it is an unwonted call, an out-of-the-way call, an unfit call to such as we are. Be that as it may, the logical course of events is a force not to be counted out, and it may make the sounding of bugle calls and the rolling forward of the chariot wheels of destiny things that we cannot stop if we would.

We who think are startled and subdued and awed at the responsibilities devolved upon the Union now.... We ought to be, and want to be, the hammer and the arm driving it to strike hard. Hawaii, Puerto Rico-- go forward to possess the land. The Philippines--if the flag we honor and love is to float sovereign there--go ye in there also. And if the forceful logic of events ... lift the flag into prominence over other regions yet--go there, too, to bide and work and help and save.... The Anglo-Saxon race seems harnessed to the twofold work of giving to the world the sweets of personal liberty and the restraints of order, without which liberty cannot be preserved."

– Anglican Bishop Tuttle, 1898.

After 1898 the United States of America, a nation founded by rebellion against a colonial master, found itself with colonies of its own. America's lauded goal to "Civilize and Christianize" the natives of the Philippines seemed to ignore the fact that most of the islands had been Catholic before there even was a USA; but no matter. God and the Flag called, and it certainly didn't hurt that the islands were close to China and its vast market for American goods. Alas, the China market didn't materialize until the end of the 20th century but it was the primary argument for keeping the islands. Unfortunately the Filipinos didn't seem to appreciate American occupation and fought a four year insurgency against American forces, with atrocities on both sides.

In 1893 historian Frederick Jackson Turner promoted his "Frontier Thesis", which emphasized that the US Census Bureau had officially declared that the American frontier no longer existed. This upset many Americans, who feared that a nation built on the idea of moving into virgin lands and taming them was part and parcel of the American character. With this argument, people felt that colonies might be necessary to keep the American "race" (whatever that was) from decaying into degeneracy. Ridiculous, but in an era where Darwin's theory of evolution was applied to nation-states it gained much cache. Add to this Alfred Mahan's book *The Influence of Sea Power upon History*, a book that insisted that nations without large navies were doomed to decline, and forces throughout the country seemed to propel the nation to colonial empire.

Not to say that all Americans were for empire. Many figures such as William Jennings Bryant and Mark Twain argued forcefully against the hypocrisy of a democracy with empire. Yet a majority of Americans supported the brash Teddy Roosevelt when he claimed that a virile United States must show their vigor by attaining colonies of their own, or else be a second rank power in the eyes of Europeans. It is true that the Philippines remained in American hands for less than 50 years before being granted full independence, but from the beginning the American role in the world was a major point of debate well into the twentieth century.

The "can do" attitude enabled the missionary zeal of remaking the world in the "right" (i.e. American) image as well. No problem seemed too large to be solved by Yankee ingenuity, an idea Mark Twain lampooned in his work *A Connecticut Yankee in King Arthur's Court*. Americans went abroad and were usually known for their brashness of how, "in the USA, we do things right!" This made the Yankee tourist both amusing and frequently annoying to other countries, especially non-English nations of Continental Europe. Yet that same attitude led to the building of the Panama Canal, a work that France tried for decades to complete with little result. Embezzlement of funds played a factor in this, but a greater factor was the weariness of the French public for the scheme. America offered first Columbia and then the rebel state of Panama (who rebelled hours after the Columbian Senate rejected the sale treaty with the USA) money and support in return for building the canal, and its completion allowed the United States undreamt of transportation from the two great oceans of the world.

UNITED STATES TERRITORIES: 1867-1900

- 1867: Purchase of Alaska from the Russian Empire.
- 1889: The Treaty of Berlin partitions the Samoan Islands equally between the US, England, and Germany.
- 1898: Porto Rico, the Hawaiian Islands, and the Philippine Islands all become overseas territories of the US.
The Tripartite Convention sees England cede all rights to the Samoan Islands. The islands are partitioned between Germany and the United States, with Germany receiving the larger portion.
- 1899:

Below is a brief geographic description of the various territories of the United States as of 1900.

"Alaska — The most productive industry of the insular part of the territory is the fisheries. For many years the Pribilof Islands produced practically all the seal-pelts used in the manufacture of seal-fur garments. So many seals were killed, however, that the species seemed likely to become extinct, and seal-catching has been forbidden for a term of years.

The discovery of gold along the Klondike River and in the beach-sands of Cape Nome was followed by the development of surface mines that produced a large amount of gold. For the better transportation of products, a railway has been completed from Skagway across White Pass to White Horse, the head of navigation of the Yukon. About twenty steamboats are engaged in the commerce of the river. Skagway and Dyea are collecting points for the commerce of the Klondike mines. Juneau has probably the largest quartz-mill in the world.

Porto Rico — Porto Rico, formerly a Spanish colony, is now a possession of the United States. The island is about the size of Connecticut and has a population somewhat greater. The industries are almost wholly agricultural, and nearly the whole surface is under cultivation. Sugar, coffee, and tobacco are grown for export, and these constitute the chief source of income. The coffee-crop, about sixty million pounds yearly, is the most valuable product and commands a high price on account of its superior quality. It is sold very largely to European coffee-merchants, and is marketed as a "Mocha." Exports of fruit to the United States are increasing. In 1900 the exports to United States markets, mainly sugar and cattle products, were about six million dollars. The imports from the United States were chiefly of cotton-prints and rice, to the amount of nearly nine million dollars. The total export and import trade that year was about twenty million dollars.

The facilities for the transportation of products are not good. The railway lines have a total mileage of about one hundred and fifty miles. An excellent wagon-road, built by the Spanish Government from San Juan to Ponce, has been supplemented by several hundred miles of roads built under the direction of the military authorities. San Juan and Ponce are the leading seaports and centres of trade.

Hawaiian Islands — These islands were discovered by a Spanish sailor, Gaetano, in 1549, and again visited by Captain Cook in 1778. Up to 1893 they formed a native kingdom. In 1893 foreign influence was sufficient to overthrow the native government, and in 1898 they were formally annexed to the

United States and about the same time organized as a territory. From an early date the geographic position of the islands has made them a convenient mid-ocean post-station, and they have therefore become a most important commercial center. Of the various islands composing the group, Hawaii, Maui, Oahu, Kauai, Molokai, Lanai, and Niihau are inhabited. About one-fifth of the population consists of native Hawaiians; a little more than one-fifth is white; the remainder is composed of Japanese, Chinese, and Porto Ricans. The native population is decreasing. About ninety-five per cent. of the property is owned by the white people—Americans, English, and Germans.

The volcanic soils are the very best sugar-lands, and a large amount of capital is invested in this industry. The sugar-plantations employ more than forty thousand laborers, all Japanese, Chinese, and Porto Ricans. The value of the sugar export is nearly twenty-five million dollars yearly; that of fruit, rice, and hides is about two hundred and fifty thousand dollars. Coffee is rapidly becoming a leading product. The bulk of the imports comes from the United States, and consists of clothing, cotton textiles, lumber, and machinery.

Honolulu, on the island of Oahu, is the capital and commercial centre, and foreign steamships and sailing-craft are scarcely ever absent from its harbor. Regular steamship service connects this port with San Francisco, Seattle, Vancouver, B.C., and the principal ports of China and Japan. It is connected with the other islands by a system of underwater telegraph cables. The city has the best of schools, business organizations, hotels, and streets.

Pearl Harbor contains a large area of water, most of which is deep enough for the largest vessels afloat. It is intended to deepen the entrance and establish a United States naval station at this place. The village of Hilo is the chief port of the island of Hawaii.

Philippine Islands — The Philippine Islands are an archipelago of about two thousand islands, the two largest of which, Luzon and Mindanao, are each nearly the size of New York State. Luzon is by far the most important.

After their cession to the United States (December 10, 1898), they were held under military control, but this has given place to local self-government as rapidly as the circumstances permitted. A general school system has been established and is extended wherever practicable. In a considerable number of the islands civil organization is still impossible.

The following are the principal islands and their mineral resources:

Name	Chief Cities and Ports	Mineral Resources
Luzon	Manila, Lipo, Batangas	Coal, gold, copper
Mindanao	Zambonga	Coal, gold, copper
Samar	Catbalogan	Coal, gold
Negros	Bacolor	Coal
Panay	Iloilo	Coal, gold, petroleum
Leyte	Tacloban	Coal, petroleum
Mindoro	Calapan	Coal, gold
Cebu	Cebu	Coal, petroleum, gold

The native population is mainly of the Malay race, but there are also many Negritos. Of the native element the Tagals are the most

advanced, and are the dominant people. The foreign population includes nearly one hundred thousand Chinese, who are the chief commercial factors of the islands, and the leading industries are controlled by them. There is a considerable population of Chinese and Tagal mixed blood, commonly known as “Chinese mestizos”; they inherit, in the main, the Chinese characteristics. The European and American population consists mainly of officials, troops, and merchant-agents for Philippine products.

The principal products for export are “Manila” hemp, sugar, and tobacco. The hemp is used in the manufacture of cordage and paper. On account of the great strength of the fibre it has no equal among cordage fibres. The imports from the United States consist mainly of machinery and cotton textiles. The total trade of the islands amounted in 1901 to about fifty million dollars, most of which was shared by Great Britain and the United States.

Coal is mined in the island of Cebu and is abundant in most of the islands. Iron ore, copper, and sulphur occur, but they have not been made commercially available to any extent. Gold is mined in the island of Luzon. A stable government only is needed to make these great resources productive. An abundance of timber is found in most of the islands. Cedar, ebony, and sapan-wood are available for ornamental purposes; there is also a great variety of economic woods.

Manila is the commercial centre. Manila Bay is one of the finest harbors in the Pacific Ocean, but much work is necessary to give the water-front a navigable depth for large steamships. With an improved harbor the city is bound to be a great emporium of Oriental trade. Steamship lines connect the city with Hongkong, Australia, Japan, Singapore, and Liverpool. There is also a military transport service to Seattle. A railway to Dagupan extends through the most important agricultural region. The wagon-roads throughout the island are very poor.

Lipa, Batanzas, Bauan, and Cavité are cities of about forty thousand population, all more or less connected with the industries of Manila. Iloilo is the second port of importance of the islands, and is the centre of a considerable export trade in tobacco, hemp, sugar, and sapan-wood. Cebu is also a port having a considerable trade.

Tutuila, one of the Samoan Islands, was acquired by treaty for use as a coal-depot and naval station. Pago Pago is a port of call for steamships between San Francisco and Australia. Guam, one of the Ladrone Islands, is a naval station. These possessions are strategic and are designed to secure the interests of the United States in the Pacific. An ocean telegraphic cable connects the Pacific Ocean possessions with the United States and Asia.

American Samoa — The Samoa Islands are jointly controlled by Germany, Britain, and the United States. They were formerly held under a community-of-interest plan, but recently the islands have been split into 3 controlled regions by each power though a joint commission awarded the greater part of the territory to Germany. In addition to the ordinary products, pineapples and limes are exported. Most of the trade is carried on by way of Australia. Apia is the predominant trading-port, and is under German control. Pago-Pago is the United States naval facility in the island chain.”

— *Commercial Geography*, Jacques W. Redway

GOTHAM INVICTUS: VICTORIAN NEW YORK CITY

The city of New York was at the time of the latter nineteenth century the largest city in North America. What is more, it was a center of economic development unparalleled in history. It is true that London was older, and financially wealthier as a whole, but New York was nonetheless the most economically vibrant city in the Western world. A hive of factories, a bustling port, and recent immigrants packed like sardines in the flophouses of the lower East side gave a whole new meaning to the word 'teeming.' Between 1840 and 1855, 68% of all immigrants to America came through NYC. By 1860, half the city was foreign born. Yet New York was the location of the first skyscraper buildings. In 1890 the Golden Domed Pulitzer Building was completed, its twenty stories making it the largest in New York. Wall Street was equal to its British equivalent in value and volatility, if not in age.

A modern American set down in 1880s New York City would notice many things, but the first would probably be the smell. As dirty as American cities can be today, they are pristine compared to the cities of the Gilded Age. Not only were sewers considered optional for much of this period, but horse-drawn carriages and vans insured that streets were thick with horse manure. Dried offal would frequently be caught by the wind and blown into the faces of those walking down the sidewalks. Dead dogs, pigs, or even horses were simply pulled out of the street and into the nearest alleyway to decompose and add their own odors to the mélange of noxious smells within the city.

Naturally the better parts of town (Fifth Avenue and such) would have less filth, but the smell and amounts tolerated even there would make a 21st century American's eyes water and rush for a filter mask.

Other things that would come to mind would be traffic. Apparently traffic laws (where any were around in the first place) was more of a guideline than a rule. Although horse drawn hackney cabs were at much slower speeds than modern automobiles, accidents and pileups still happened, and with no real safety features on any of these wagons it meant injuries were even worse than one might expect today. Hospitals were places where care was erratic at best--that is to say, in the 'for-pay' wards. Poor folk went to the charity wards of hospitals and were considered lucky if a nurse looked at them once a week. Doctors usually ignored such patients, or if they did provide any treatments they were basically human experiments for new surgical procedures or drugs to see how they would work. Lawsuits? Oh no, medical malpractice was something hard to prove and one needed money in the first place to hire a lawyer to do such legal battle.

When night fell, more things would stand out. New York electrified itself before most other cities in the world, but these were spotty and again usually in the better neighborhoods in upper Manhattan. The rest of New York were lucky to have

gas lights on the street, and many of those didn't work in the lower East Side or Hell's Kitchen. Even when they did work, the light a gaslamp put out into a glass globe was maybe one third the brightness of an equivalent electrical lamp. So, our 21st century traveler would find New York a city of darkness for long stretches, with only islands of multiple gaslights in the nighttime businesses such as music halls, clubs, bars, and gaming hells such as in the downtown area nicknamed Satan's Circus.

The city government was controlled by the infamous political organization called Tammany Hall. This political 'machine' had a stranglehold on city administration, and through it utilities and police forces. Corruption was rampant, and it led to a public cynicism about the benefits of government to anyone, citizen as well as immigrant. This would start to change with the consolidation of the five boroughs of Manhattan, Queens, Brooklyn, the Bronx, and Staten Island into a single metropolis in 1898. For most of New York City's history the votes of the laboring masses of Manhattan had kept the Hall in power for decades. Tammany provided jobs and its agents helped out locals in return for their votes for Hall candidates. And New Yorkers needed the help. Over 2/3rds of New York City residents earned less than a dollar a week. Adjusted for inflation, this makes that income only \$20 a week! After 1898 the other boroughs would cause Tammany to lose its grip, but for the nineteenth century Tammany Hall was a political fact of life in the city.

ECONOMIES

"Not far from two-thirds of the foreign commerce of the country passes through the port of New York. The water-front of the city has an aggregate length of about three hundred miles, of which one-third is available for anchorage. The docks and piers, including those of Jersey City and Hoboken, aggregate about ninety miles in frontage.

About sixteen thousand sea-going craft enter and clear yearly, and an average of nearly twenty large passenger and freight steamships arrive and clear daily, about one-half of them being foreign. The latter receive their cargoes from about three thousand freight-cars that are daily switched into the various freight-yards, a large part of which is through freight from the west.

The port of entry of New York is a centre of population of about four million, and although there are the industries usually found in great communities, the greater business enterprises practically reduce themselves to export, import, and exchange. For this reason New York City is the financial, as well as the commercial centre of the continent. Most of the great industrial corporations of the country have their head offices in the city. These are financed by more than one hundred banks, together with a clearing-house whose yearly business amounted in 1902 to considerably more than seventy billion dollars. As one can see, New York City was a place where great fortunes could be made, or lost."

– Commercial Geography, Jacques W. Redway

CRIME AND PUNISHMENT

The United States of America is a large country. And at the end of the 19th century it comprised several regions as noted in the Geography section earlier in this work. As such, the enforcement of laws varied greatly from region to region, and in truth could easily fill its own book. However, it is assumed that most heroes and heroines will be concentrated in large metropolitan areas so the following article will concentrate on such cities. The most typical of the large urban center in America would be New York City.

THE CITY OF GOTHAM BY GASLIGHT

The New York police force was founded at the beginning of the 19th century, and took the place of prior town watches among the five boroughs around the Hudson River. Originally a five pointed star was the symbol of the policeman, with the metal of the badge noting rank. A simple patrolman wore a brass star, a police lieutenant or captain wore a silver star, and the chief of police wore a gold star. Police sergeants, the usual source of initial jurisdiction over a criminal wore a copper badge, and this gave rise to the name 'Copper' as slang for a New York City policeman. For decades this badge and its sheen was worn in lieu of a uniform, but that began to change in the 1870s when blue uniforms (similar to the army uniforms of the time) began to be used.

In the winter, police wore navy blue frock coats and trousers. The summer heat saw uniforms made of lighter sackcoats and pants of navy flannel. As New York was considered the first city of the nation, these innovations quickly caught on in most US cities of the era.

The five boroughs of New York (Manhattan, The Bronx, Queens, Brooklyn and Staten Island) were each independent cities until they were merged near the end of the century into a single city. At this point the entire urban police force broke down as follows:

- 4 Commissioners
- 4 Inspectors
- 32 Captains (32 precincts, one in each)
- 64 "Roundsmen" (Lieutenants)
- 128 Sergeants
- 2,085 officers and detectives

So you can see from the above a typical precinct would consist of a Captain, 2 Lieutenants, 4 Sergeants, and about 65 patrolman and detectives. This seems small to the modern reader, and it was. Keep in mind though that most police lived in the areas that were their beat to patrol, and as such had a grasp of the workings of their area of responsibility. Conversely, this and low pay meant they were more vulnerable to bribery as well.

A typical policeman's duties in a given evening would be to keep an eye on the people on their beat, known criminals or not. They would monitor those who frequented saloons, gambling halls (called 'gambling hells'), and brothels. Usually the

policeman would ignore minor crime unless it was noticeable enough that it would draw attention if he let it slide. In such cases, a billy club and a night in the cells was considered a great remedy to most trouble on a beat. Patrolmen also checked people's homes and businesses to make sure they were locked, and investigate if they weren't. In this era, warrants weren't needed for most searching around of businesses or homes so long as the policeman could claim they found a door or window open and it looked suspicious. If real trouble was encountered, a patrolman could call in the "Strongarm Squad." This was comprised of around 10 big burly bruisers who would go in and wreck criminal dens or illicit saloons.

As one might imagine, it was difficult to call for backup without radios or other such modes of communication. Though some cities used whistles like in London, New York cops would use their "day sticks" (clubs) to strike the side of a stone building with sharp raps in order to draw the attention of other police. The "Day Stick" was differentiated from the "Night Stick" in that the day stick was smaller and used when less force was necessary. For instance, the night stick would be used if a riot was expected, regardless of what time of day it was.

Lest anyone think being a policeman was a great job, there were many limiting factors to job satisfaction. Policemen weren't allowed to talk to anyone (civilians or other police) while on duty save for the express purpose of upholding the law. Though unlike their British colleagues American cops were equipped with revolver pistols as standard armament, they were viewed as a weapon of last resort. Policemen who were too free with pistol use could find themselves sharing a cell in the Tombs along with the criminals. However, there was no limit at all to club use, and policemen were encouraged by their superiors to not 'spare the rod' as it were. They worked for 36 hours as a single shift, with 1 day and night off on every 8 day rotation. All police were on foot save for rural areas, who got to ride horses.

All this and the policeman were granted the princely sum of \$800 a year. That would be about \$24,000 in 21st century dollars. What's more, each policeman was expected to pay for their own uniform and gear, donate to charities determined by their local police captain, and of course policeman's fund for pensions. All these costs added up to the point where even the most honest of cops had trouble refusing a small bribe or two just to make ends meet. What is surprising is not that many police were corrupt but that in fact so many were generally honest. Like the New York Police motto says, "Faithful Unto Death" was how many cops viewed their vocation.

The common vehicle for picking up criminals to take to court or bring more police to a scene was called a Van or Black Mariah. Also called the "Paddy Wagon" for the number of Irish arrested (or Irish-American cops riding in it), this was a horse-drawn carriage with a square boxlike interior with one locked door in the back. There were usually no windows, or if so only one and too small to escape through.

The perils police face on a regular basis wasn't limited to robbers and killers. It was a favorite pastime of youth gangs to trick police. They'd blow out the light on a street gas lamp to shroud

the area in darkness. Then, after opening coal chutes and/or sewer covers, call for police help. A police officer would rush toward the cry for help, and frequently fall into the sewer or grate; often breaking arms and legs. If no such openings were available, young toughs would string rope across the street to do the same sort of damage.

Even though it's a bit of a stereotype, most cops in the Northeast were Irish until the turn of the twentieth century.

CITY JAIL

The most notable jail in New York City was called The Hall of Justice, though known better by its nickname "The Tombs." This prison was a structure built in the 1830s to emulate the style of an Egyptian tomb. Located at the corner of Center Street and Elm, the Tombs was built to handle 300 prisoners, but was holding over 1000 by the end of the century.

The facility consisted of a set of inner and outer buildings, with a courtyard linked by the "bridge of sighs", as the courtyard was where most executions were done and the prisoners brought in through the bridge. As the city government was always trying to pinch pennies, the men's prison of the Tombs also included a women's prison, a boy's prison, the local police court (one of several in NYC), and the court of special sessions; all in a couple of decades-old buildings. One thing the Tombs did have of impressive size was a capacious drunk tank called "Bummer's Hall." The front of the building had 6 cells reserved for the very rich; carpets and furniture allowed for those who were too good to serve time with the "rabble."

The Tombs were for city criminals. Federal criminals or military personnel serving time were kept at the Ludlow Street Jail. This jail also served as a debtor's prison for much of the nineteenth century.

A more long-term system of keeping prisoners was found out in the bay, particularly on Blackwell's Island (now known as Roosevelt's Island.) This wretched place held a men's prison, a woman's prison, and an asylum for the insane. Security at the buildings was minimal, as the guards concentrated on protecting their own quarters and the ferry that came daily to the island to drop off prisoners or pick up administration clerks returning to Manhattan.

As with most prisons of this period, the Blackwell's Island prisons were grim and overcrowded. The most infamous part of the island were special cells called "coolers", cells set deep in the ground and kept constantly at freezing temperatures. If this didn't work on rebellious inmates, mandatory "washes" with 120 pound firehoses were common. As one might guess, riots on the island were common, and troops were called out to suppress unrest several times.

SING SING PRISON

"Sing Sing" was derived from a Native American name meaning "stone upon stone," and referred to the stone that was easily quarried in the region. A small town was founded on that trade,

but the area became quickly known for the infamous facility. The prison squatted on the banks of the Hudson, thirty miles north of New York City (hence the expression "sent up the river"), and was completely enclosed within high walls. Massive cell blocks, hand-hewn by Sing Sing's earliest prisoners from the dun gray marble that was the area's namesake, loomed five stories high on either side of dirty shadowed concrete walkways. The most imposing of these large blocks contained nothing but row upon row of windowless, one-man cells—eight hundred all told. Each of these crypts for the living measured no more than seven feet long by three feet wide and were sealed by studded iron close-hatched grilles. Furnishings were a cot, a chair, a jug, and a slop bucket.

The name Sing Sing became synonymous with the idea of prison overcrowding, imposition of brutality and inhuman conditions, jail murders, and dramatic escapes. Beatings of inmates, thumbscrews, nigh-drownings, and being hoisted up by one's thumbs off the floor for hours were typical punishments in this gray granite fortress. It was the first facility to execute prisoners using the new 'Electric Chair' in the mid-1890s, and its infamous 'Death House' was iconic as the last place condemned inmates would ever see.

The electric chair, with its wood base and leather straps, with a head cap like an innocent reading lamp affixed to the back, became a symbol of 'modern' justice for the late nineteenth and early twentieth centuries. The modern marvel of electricity was first used for executing criminals in August 1890.

Its first victim at Sing Sing was named William Kemmler, a convicted axe murderer who was electrocuted as a 'more humane' mode of death than the usual hanging. As it was an untried system, mistakes were made. On this occasion he was accidentally subjected to a more excessive current than was necessary; with flames jetting from the base of his spine and purplish foam spewing from his lips. Despite the horror of this event, Edison's Electric Justice electrocutions would continue at Sing Sing until the 1960s.

Inmates spent as long as twenty-three hours a day locked up in their cells with few opportunities for any kind of exercise, and virtually all games were prohibited. The primary recreation, especially popular among the jail's mostly illiterate population, was checkers. This simple game was played on the paper boards that most prisoners kept by their cots, and moves were called to neighbors in nearby cells.

Prisoners were entitled to only one bath and one shave a week, and these could be revoked at will by the guards for bad behavior. Few inmates survived long years of this regime without suffering signs of mental instability. One prison doctor noted that his first duty of the day was "to knock on the door of each dark cell daily to discover if the occupant had fallen ill, or lost his mind."

To spare the other inmates the onus of the condemned, the prison built a separate 'Death House' to incarcerate the prisoners under a death sentence. This building was built some little distance from the main structure of Sing Sing proper, but within the curtain walls. For its time, the Sing Sing death house was regarded as a model of humane incarceration.

The death house had its own individual cells, dedicated kitchen, medical facility and coroner as well as its own electrical generator. Despite all the lurid rumors, the lighting in the local village did not dim whenever the death house electrocuted a prisoner. It had its own small exercise yard, and prisoners were allowed things like sports balls, and to jog circuits around the yard. Furthermore, they were given generally unfettered access to newspapers as well as pens and paper. In these respects at least, death house regulations were not as stringent as those in the general prison population.

The iconic black and white striped prison uniform, known to anyone seeing period films or cartoons, was actually a method of ranking prisoners. The baseline uniform of the inmate was black, and first offenders wore one white stripe across the chest, second offenders two, and incorrigibles with four offenses or more to their names sported the completed “zebra” uniform.

NEW YORK GANGS

The street gangs of Gilded Age New York are a chaotic bunch, and your author does not mean this comment lightly. Many can be formed, wax in power, and then fade away in a matter of months depending on the vagaries of fate. Listed below are some of the more notable gangs and some facts that might be of use to a Genteel Magistrate with a mind to find criminals to populate a dive, engage in a crime, and such like. Each gang has a name that they are commonly known by, though the police may know them differently. Additional information for each gang is as follows.

LEADER: This is either the longtime commander of the gang, or the one most notable to the public. Some gangs like the Gophers go through leaders so regularly that little can be provided than the term ‘Various.’

SIZE: This is usually given in general terms, such as Major or Minor along with rough numbers of battlers where available.

TERRITORY: This is the usual stomping grounds of the gang, where they patrol and where businesses both legal and illicit pay protection money from. Gangs can move outside these regions, though they are usually simple raids and rarely will their bruisers stay way for long periods of time.

OTHER: This is any additional information of use to the GM that makes the gang different from the run of the mill street brawlers of the city.

BLACK JOKE

LEADER: Joker Wilson

SIZE: Minor, 30-40 battlers

TERRITORY: Volunteer Engine Company #3

OTHER: This gang is curious in that they actually have day employment. When not engaged in crime, they are the Volunteer Engine Company #3, as noted for diligence in battling fires as much as other gangs for protection money. This provides the gang with a bit of respectability, so much so that judges will be

loath to fully convict any members of the gang because of the deleterious effect it could have in the area for fire fighting.

CHARLTON STREET GANG

LEADER: Sadie the Goat

SIZE: Minor, 60 battlers

TERRITORY: Hudson waterfront and riverside

OTHER: This gang concentrates on dock burglaries of warehouses and docked ships. Initially they roamed the Hudson riverbank in rowboats, burglarizing any poorly guarded ships. When Sadie the Goat (known for head butting foes in the stomach while an ally blackjacked the victim) took over the gang, their revenue improved markedly. Later under Sadie’s leadership they acquired a small sloop and began to raid houses further up the Hudson river as far as Poughkeepsie, flying a Jolly Roger when on the prowl. They expanded into kidnapping residents, which eventually brought the law down on them.

DAYBREAK BOYS

LEADER: Nicholas Saul, William Howlett

SIZE: Minor, 35 battlers

TERRITORY: Inner sections of James & Water Streets

OTHER: This gang was known for training as an actual unit, robbing solely at dawn to catch victims in a confused state.

DUFFY HILLS

LEADER: Varies

SIZE: Minor 25 battlers

TERRITORY: East 102nd

OTHER: This small gang concentrated on protection rackets in its small domain. It is frequently in conflict with another small gang called the Red Peppers for the same plunder.

THE EASTMANS

LEADER: Monk Eastman

SIZE: Major, 1200 battlers

TERRITORY: Monroe to 14th streets and from the Bowery to the East River.

OTHER: This gang of over 1000 thugs is run by the infamous Monk Eastman, and rules from Monroe to 14th streets and from the Bowery to the East River. They specialize in prostitution, gambling halls and protection money, and as such frequently butts heads with Kelly’s Five Pointers.

THE EVIL EYES

LEADER: Ignazio “Lupo the Wolf” Lupo

SIZE: Unknown

TERRITORY: Harlem/Little Italy

OTHER: This gang is one of the more recent groups, forming from the recent influx of Italian immigrants coming into New York at the end of the nineteenth century. There is much superstition involved with this gang, as they are rumored to have the power of the “evil eye” to curse their enemies. Though some question its veracity, it is true that many of the gang’s enemies have been found expired with no apparent cause of death. Besides participating in the eternal vendettas of the Sicilian Mafia and the Black Hand, Lupo the Wolf hires his battlers out to other Italian secret orders, and is known as an excellent counterfeiter.

THE FIVE POINTERS

LEADER: John Kelly

SIZE: Major, 1500 battlers

TERRITORY: Between Broadway and the Bowery; 14th street and City Hall Park.

OTHER: Despite the demise of the region of New York called the Five Points, this gang has taken the old name to heart and is the other major gang of New York City. John Kelly, its genteel leader, has his headquarters in the New Brighton Club at Great Jones Street and is one of the flashiest palaces of iniquity in the city. With a domain that spans between Broadway and the Bowery, 14th street and City Hall Park, he coordinates almost 1500 criminals who owe him their allegiance.

GAS HOUSE GANG

LEADER: Dennis the Dunce

SIZE: Minor, 200 battlers

TERRITORY: Gashouse District (east 35th street) to Third Avenue, between 11th and 18th Streets

OTHER: This gang was notorious for working out of the old gashouse building on 35th street. Known for burglaries in many buildings, it is alleged that they use their knowledge of gaspipes to impersonate workers in order to case a building for plunder.

THE GHOULS

LEADER: Humpty Jackson

SIZE: Minor, 50 battlers

TERRITORY: 1st and 2nd Avenue, 12th and 13th streets.

OTHER: The Ghouls are known for their headquarters, which is a graveyard in the territory. Their leader frequently holds court among the tombs and gravestones and despite his hunchbacked countenance is actually intelligent. He frequently holds discussions in the graveyard among his cronies about events of the day or a new book he’s read and its inner meanings. His disposition, however, is anything but philosophical; he is morose and quick-tempered, and will shoot at the slightest provocation. He carries on his person no less than three revolvers, one in his pocket, another slung under a stirrup under his hunch, and a third in a rack built into his bowler hat.

GOPHERS

LEADER: Various, last was One-Lung Curran

SIZE: Major, 500 battlers

TERRITORY: Hell’s Kitchen, from 7th to 11th Avenues and from 14th Street to 42nd.

OTHER: The Gopher gang is intricately connected with the area of New York called Hell’s Kitchen. They are notoriously deadly street fighters despite being smaller than the other two major gangs. They got their nickname of ‘gophers’ because it is their tactics to hide in basements and cellars, then emerge suddenly to attack their foes. They are a very chaotic bunch, even for a street gang and thus go through leaders quickly. Just in the late 1880s to 1900 they went through many leaders such as Newberg Gallagher, Marty Brennan, Stumpy Malarky and GooGoo Knox.

HIP SINGS

LEADER: Mock Duck

SIZE: Minor, 240 battlers

TERRITORY: Chinatown, Doyers street to Chatham Square, to Pell Street and the corner of Pell and Mott Streets.

OTHER: The Hip Sings were a small gang in vassalage to the On Leongs until they were reformed under Mock Duck, a bland, fat, moon-faced man. He wore the shirt of chain mail with which all of the tong killers of the period protected themselves with. In addition, he carried two pistols along with a hatchet, and at times he would fight bravely, squatting on his haunches and blaze away at enemies in utter disregard of his own safety.

HUDSON DUSTERS

LEADER: Kid Yorke, Circular Jack, and Goo Goo Knox

SIZE: Major, 480 battlers

TERRITORY: Greenwich Village, West side below 13th street, and east to Broadway and the 5 Pointers territory.

OTHER: This gang got its initial start by robbing transport wagons as they went down the streets full of parcels. They would mob the wagon, and then split up into many groups while the police engage in the hopeless task of trying to pursue all of them through Greenwich’s maze of crooked winding streets. Later they began to rob the Hudson River docks on the lower East side of Manhattan. Finally they allied with the Gophers of Hell’s Kitchen to secure their flanks against the Eastmans and the Five Pointers.

LADY GOPHERS

LEADER: “Battle Annie” McBryde

SIZE: Minor, 100 battlers

TERRITORY: Hell’s Kitchen, overlaps with Gophers

OTHER: The Gophers had several vassal gangs that aided them in conflict, but none more ferocious than the Battle Row Ladies’ Social and Athletic Club, better known as the Lady Gophers, which was composed entirely of women whose mettle as fighters

had been tested in frequent combats with the police. Led by the highly popular “Battle Annie”, this group was all female and trained to fight by Annie herself. When not fighting alongside the Gophers, they hired themselves out for labor strikes, fighting either for the workers, for the factory managers, or both as the money was right. No Lady Gopher will fight another though, and in such cases where they take the coin of both sides they spend their fury on non-Lady Gophers in the melee.

THE MARGINALS

LEADER: Tanner Smith

SIZE: Minor, 80 battlers

TERRITORY: East waterfront, some overlap with Hudson Dusters

OTHER: The Marginals are a small gang that, after forcing their rivals the Pearl Buttons under their control, spent most of their time fighting the Hudson Dusters for control of various waterfront gambling halls.

ON LEONGS

LEADER: Tom Lee

SIZE: Minor, 260 battlers

TERRITORY: Chinatown, Doyers street to Chatham Square, to Pell Street and the corner of Pell and Mott Streets.

OTHER: Of the two gangs of Chinatown, the On Leongs are the older and more established. They run very lucrative opium dens and gambling halls, and only in the 1890s found itself challenged by the Hip Sings. Tom Lee has very good connections in Tammany Hall, and was even given the honorary title of ‘Mayor of Chinatown’ and made him an actual Deputy Sheriff of New York County for his efforts for the party machine.

THE PANSIES

LEADER: Rags Riley

SIZE: Minor, 30 battlers

TERRITORY: Avenue A and 31st street

OTHER: This gang concentrates mostly on looting the East waterfront in the wake of larger groups like the Hudson Dusters, and are vassals to that gang.

SAN JUAN HILL GANG

LEADER: Bobby Brutus

SIZE: Minor, 400 battlers

TERRITORY: north of Fiftieth Street and west of Eighth Avenue

OTHER: In an age of pervasive racism, the usual reaction for a minority is to band together for protection. The San Juan gang had another name before 1898, but was renamed in honor of the United States black soldiers that fought at San Juan Hill in the Spanish-American War. They are very clannish, and unlike many of the white gangs the protection they offer African-American businesses is gratefully accepted by the proprietors as the justice available from white policemen is sketchy at best.

YAKY YAKES

LEADER: Yakey Brady

SIZE: Minor, 20 battlers

TERRITORY: Brooklyn Bridge and environs

OTHER: This small gang is known for being bridge robbers, attacking wagons traveling the bridge. Their headquarters is underneath the bridge on both sides of the bank, and use guile and sneakiness instead of power to get their illicit loot.

GANG SLANG OF GILDED AGE NEW YORK

For those Genteel Magistrates who are unsure as to the terminology of the 1880s gangster, the below selection is provided. Feel free to use all, some or none as the GM’s game requires. All of the data comes from the *Gangs of New York* by Herbert Asbury, (The Slang Of The Early Gangsters pp. 349-353.)

ACE OF SPADES: A widow.

ACTIVE CITIZEN: A louse.

ADDLE-COVE: A foolish man.

ALAMORT: Confounded; struck dumb; unable to say or do anything.

ANKLE: The mother of a child born out of wedlock.

ANOINTED: Flogged.

AUTUM: A church.

AUTUM BAWLER: A parson.

BALLUM-RANCUM: A ball where all the dancers are thieves and prostitutes.

BALSAM: Money.

BANDOG: A civil officer.

BAPTIZED: Liquor that has been watered.

BARKING IRONS: Pistols.

BARREL FEVER: Delirium tremens.

BAT: A prostitute who walks the street only at night.

BEAK: A magistrate; a judge.

BEANS: Five dollar gold pieces.

BEN: A vest.

BENJAMIN: A coat.

BENS: Fools.

BILLY NOODLE: A soft fellow who believes all the girls are in love with him.

BINGO: Liquor.

BINGO-BOY: A drunken man.

BINGO-MORT: A drunken woman.

BLACK-BOX: A lawyer.

BLACK OINTMENT: Raw meat.

BLEAK: Handsome. “The moll is bleak”; the girl is handsome.

BLEAK MORT: A pretty girl.

BLOKE: A man.

BLOWEN: The mistress of a thief.

BLUDGET: A female thief.

BLUE RUIN: Bad gin.

BLUNT: Money.

BOKE: The nose.
BOODLE: A quantity of bad money
BOOLY DOG: A policeman.
BOUNCER: A fellow who robs while bargaining with the storekeeper.
BRADS: Money.
BRASS: Money.
BROADS: Cards.
BROKEN LEG: A woman who has a child out of marriage.
BUCKS-FACE: A cuckold.
BULL: A locomotive.
BULLY: A lump of lead tied in the corner of a kerchief.
BUZZ: To search for and steal
CAB MOLL: A woman who keeps a bad house.
CAD: A baggage smasher; a rail-road conductor.
CAIN AND ABEL: A table.
CAN: A dollar.
CANARY BIRD: A convict.
CAPTAIN HEEMAN: A blustering fellow.
CAPTAIN TOPER: A smart highway-man.
CARAVAN: Plenty of money.
CASA: A house.
CASE: A dollar.
CASTOR: A hat.
CAT: A prostitute; a cross old woman.
CENTURY: One hundred dollars.
CHARLEY: A gold watch.
CHARLEY PRESCOT: A vest.
CHINK: Money.
CHIPS: Money.
CHURCH: A place where the markings on stolen jewelry are changed.
CITY COLLEGE: The Tombs, prison.
CLOUT: A handkerchief.
CONK: The nose.
COVE OR COVEY: A man.
COW: A dilapidated prostitute.
COWS AND KISSES: The ladies.
CRIB: A house.
CROKUS: A doctor.
CRUSHER: A policeman.
CULL: A man; sometimes a partner.
CYMBAL: A watch.
DACE: Two cents.
DADDLES: Hands.
DANGLER: A seducer.
DEVIL BOOKS: Cards.
DEWS: Ten dollars.
DIMBER MORT: A handsome girl.
DIVER: A pickpocket.
DIVING BELL: A rum shop in a basement.
DOPEY: A thief's mistress.
DOTS: Money.

EMPEROR: A drunken man.
ERIFFS: Young thieves.
EVIL: A wife.
FAKER: A jeweller.
FAMS: Hands.
FAN: A waistcoat.
FANNY BLAIR: The hair.
FAWNEY: A ring.
FENCED: Sold.
FIBBING: Striking with the fist.
FIGURE DANCER: One who alters the numbers or figures on bank bills.
FINNIFF: Five dollars.
FLAPPERS: Hands.
FLASH PANNY: A house frequented by rogues of both sexes.
FLAT: A man not acquainted with the tricks of rogues.
FLIMP: To tussle or wrestle.
FORK: A pickpocket.
FRIDAY FACE: A dismal countenance.
FROG: A policeman.
FROG AND TOE: The city of New York.
GADDING THE HOOF: Going without shoes.
GAGERS: Eyes.
GAN: The mouth or lips.
GANDER: A married man not living with his wife.
GELTER: Money.
GERMAN FLUTE: A pair of boots.
GIGG: The nose.
GIP: A thief.
GOB: The mouth.
GONNOFF: A thief who has attained the higher walks of his profession.
GOOSEBERRY PUDDING: A woman.
GOOSING SLUM: A brothel.
GOVERNOR'S STIFF: A governor's pardon.
GROUND SWEAT: A grave.
GUN: A thief.
GUTTER LANE: The throat.
GUY: A dark lantern.
HACKUM: A bravado; a slasher.
HAMLET: A captain of police.
HANDLE: Nose.
HARP: A woman.
HIGH PADS: Highway robbers.
HIGH TOBY: A highway robber.
HOB OR NOB?: What will you drink?
HOCKEY: Drunk.
HOGG: A ten cent piece.
HOISTER: A shoplifter.
HUEY: The National Police Gazette.
IDEA POT: A man's head.
INTIMATE: A shirt.

JACK: A small coin; money.
JACK COVE: A mean, low fellow.
JACOB: A ladder.
JAW COVES: Lawyers.
JOMER: A mistress.
JOSEPH: A coat that's patched; a sheepish, bashful fellow.
JOSEPH'S COAT: Guarded against temptation.
JOSKIN: A countryman.
KEN: A house. "Bite the ken," rob the house.
KIDDIES: Young thieves.
KIRKBUZZER: A fellow who picks pockets in churches.
KITCHEN PHYSIC: Food.
LADY BIRD: A kept mistress.
LEFT HANDED WIFE: A concubine.
LIB: Sleep.
LIFE PRESERVER: A slung-shot.
MAB: A harlot.
MAGG: A half cent.
MARKING: Observing.
MOLL: A woman.
MOLL BUZZER: A thief who picks women's pockets.
MOON: One month.
MOSES: A man who fathers another's child for a consideration.
MOW: To kiss.
MORT: A woman.
MUCK: Money.
MUSH: An umbrella.
MUSIC: A verdict of not guilty.
MY UNCLE: A pawnbroker.
NED: A ten dollar gold piece.
NEDDY: A slung-shot.
NICKEY: The devil.
NOPE: A blow.
NOSE: A spy, an informer, chief thief.
OGLES: The eyes.
O.K.: All right.
OLIVER: The moon.
OWLS: Women who walk the streets at night.
PAD: A street; a highway.
PAD THE HOOF: Walk the street.
PADDING KEN: A lodging house.
PANNY: A house.
PANZY: A burglar.
PICTURE FRAME: The gallows.
PIG: A policeman.
PIGEON: An informer.
PONCE: A man who is kept by a woman.
POP: To pawn.
POPS: Pistols.
POPSHOP: Pawnbroker's shop.
RABBIT: A rowdy. "Dead Rabbit," a very athletic, rowdy fellow.
RAG: A dollar.
RAP: To take a false oath.
READER: A pocketbook.
RED: Gold.
RED SUPER: A gold watch.
REGULARS: Share or portion.
RHINO: Money.
RUB: Run.
RUFFIAN: The devil.
RUMBEAK: A judge who can be bribed.
SAINT GILES BUZZMAN: A handkerchief.
SAINT TERRA: A churchyard.
SAM: A stupid fellow.
SAWNEY: Bacon; fat pork.
SCREW: A key.
SCREWSMAN: A burglar who works with keys.
SHALCESTER: A lady.
SHEENEY: A Jew thief.
SHERIFF'S BALL: An execution.
SHINES: Gold coin.
SKY BLUE: Gin.
SLUM: A package of bank bills.
SLUMMING: Stealing packages of bank bills.
SNAFFLERS: Highwaymen.
SPARK: A diamond.
STRETCH: One year.
TO BREAK A LEG: To seduce a girl.
TOBY: The highway.
TOMBSTONES: Teeth.
TO BOUNCE HIM: To get one's property and refuse to pay for it.
TURKEY MERCHANTS: Purchasers of stolen silks.
UPPER BENJAMIN: An overcoat.
VAMP: To pledge.
VAMPIRE: A man who lives by extorting money from men or women seen coming from a house of assignation.
VELVET: The tongue.
VENUS' CURSE: Venereal disease.
WATTLES: The ears.
WHIT: A prison.
WIFE: A fetter fixed to one leg.
WIRE: A pickpocket.
YACK: A watch.
YAM: To eat.

The following is an example of how the slang is used in conversation.

Tim Sullivan buzzed a bloke and a shakester of a reader. His jomer stalled. Johnny Miller, who was to have his regulars, called out "copbung," for as you see, a fly-cop was marking. Jack speeled to the crib, where he found Johnny Doyle had been pulling down sawney for grub. He cracked a casa last night, and fenced the swag. He told Jack as how Bill had flimped a yack, and pinched a swell of a spark fawney, and had sent the yack to church, and got half a century and a finniff for the fawney.

WILD WILD WEST

W

hen someone thinks of late nineteenth century America, the first thing that pops into people's minds is the Wild West. Cowboys, Indians, school marms, gunslingers, and cattle rustling are what dime novels and Hollywood had given us as the icons of this unique period in US history. There's nothing wrong with those imageries, though many of them are exaggerations or downright falsehoods.

For instance, most people aren't aware that up to 40% of all cowboys in the West of this time were either African-American or Hispanic. Outlaws and gunfights were at once less common and more brutal than we of the 21st century are led to believe. There were range wars between cattle owners who wanted grazing land against farmers who wanted to fence in those prairies to create farmsteads. In fact barbed wire was invented specifically for this purpose since the Midwest didn't have enough forest to make the standard snake rail fence possible. Not to mention that the barbs were specifically to keep large animals (cattle) from pushing their way through the wires. Women were certainly school marms, but engaged in as varied a line of careers as men in the era; including outlawry and bounty hunting.

The extent of history a Genteel Magistrate wishes to use in their chronicle's Wild West is up to them and their players. From vintage Hollywood to hardscrabble history, from the Lone Ranger serials to Clint Eastwood's movie *Unforgiven*, the possibilities are endless! However, this book is too small to provide extensive detail on how Western games should be run, so only a brief overview is provided below. Additionally, the group known as the Lone Star Rangers is provided to demonstrate how Steampunk Superheroics can be reflected even in the lawless badlands of the Dakotas or the Arizona Territory.

When considering the Wild West, one must remember that there was neither a typical West nor a typical westerner. Many parts of the region had as large a percentage of foreign-born residents as the eastern cities. Though often portrayed as a barren wilderness with vast open spaces, the West also contained many large and growing cities such as San Francisco and Denver. Details on such a complex region could fill a book by itself, so only a few major points will be noted below.

THE CHINESE: Starting in the mid 19th century, a steady flow of Chinese immigrated to the United States. Many were hired to do various construction works, including railroads. After railroad construction began to decline in the 1870s, Chinese immigrants began to look elsewhere for employment. American workers in San Francisco who resented this competition rioted and attacked Chinese sections of the city. By the year 1882, such conflicts drove Congress to restrict Chinese immigration to the United States for 10 years. Before it expired, this ban was extended indefinitely. This caused tense relations between China and the United States. Japan too fell into this issue as most Americans lumped them together as one people.



THE PLAINS INDIANS: As late as 1860, the Native Americans/Indians still occupied roughly half the territory of the United States. However, by 1877 they had been shattered as independent peoples and driven to reservations. As a result they were forced to abandon their nomadic, hunting way of life to live instead on government handouts on reservations. They were forced to become farmers, but provided little seed or equipment to engage in farming. These "handouts" were frequently insufficient and corrupt BIA agents (Bureau of Indian Affairs) purchased rotten foods at a discount and pocketed the difference.

GOLD STRIKES AND '49ERS: Americans had long regarded the West as a limitless resource meant to be exploited for the national economy. Miners chased "strikes," which gave rise to boom towns, many of which died almost as quickly as they began. Large strikes were made at Fraser River, Pikes Peak, and the Comstock Lode in Nevada. These boomtowns of the West reflected the get-rich-quick attitude noted across the country. Gold strike towns attracted a wide variety of people, from

lawmen to outlaws, prospectors to ranchers, and everything in between. As a result, law enforcement was a constant problem. Individual prospectors may have made key initial discoveries, but corporate mining interests developed the resources and made most of the profits. Moreover, each new strike and rush, no matter how ephemeral, brought permanent settlers: farmers, storekeepers, lawyers, doctors, and cattlemen. The influx of gold specie bolstered the financial position of the United States and helped pay for the import of European consumer goods. Gold boomtowns also consumed American made agricultural and manufactured goods, helping economic life further.

EXPANSION OF BIG BUSINESS WEST: The Homestead Act (1862) had been passed in order to create 160-acre family farms, but things did not work out as planned. Though much land was free, most landless Americans could not afford the cost of travel to the land nor to invest in equipment to farm the land. Eastern factory workers had neither the skills nor the interest to become farmers. Moreover, 160 acres was not sufficient for farms in the Midwest prairie. Instead, speculators usually bought up land and then sold for profit to railroads and other commercial interests. It is true that some corporate “bonanza” farmers made small profits, but even commercialized agriculture could not withstand the droughts of the 1880s.

THE RAILROADS: The US government worked to subsidize railroad construction through a combination of loans and land grants. Federal land was specifically prohibited from being granted as homestead property as otherwise it would be nearly impossible for companies to sell their land grants for good prices. Such land grant railroads encouraged the growth of the West by advertising and inexpensive transportation and shipping for settlers and farms alike. Overproduction of railroads did lead to bankruptcies and occasionally led to the death of small towns on the routes.

CATTLE KINGDOMS: The cattle industry developed as a result of both the increasing demands for food in the various large cities of the country and the extension of the railroads to transport food quickly to consumers. Cowboys drove huge herds of cattle from Texas north to Sedalia, Abilene, and points westward on the rail lines. From there, the ranchers were paid handsomely and the cattle were transported in rail cars to processing locations. Chicago at this time was famous (or notorious) for the slaughter pens at the edge of town to process these meats from the hoof to the butchers and the tabletop. Such iconic cattle drives produced the American cowboy, about a third of whom were black or Mexican. Cattle towns such as Abilene, Wichita, and Dodge City prospered on the cattle drive market. Despite legends, these cities weren’t as wild or lawless as tales of the Old West would have us believe.

OPEN-RANGE RANCHING: Cattlemen began to search for a more profitable alternative to the cattle drive, and found it by raising stock closer to the railheads. Unlike the drives from points south, open-range ranching on the northern plains required little more than the possession of herds and access to the water sources. Thus ranchers often banded together to obtain legal title to watercourses and grazed their cattle on the open range and adjacent lands. With the intermixing of herds, the need for the cattle brand became vital to keep

cattle organized. Despite the local nature of the cattle industry, both Eastern speculators and Europeans invested heavily in the cattle business throughout this period.

RANGE WARS: By the 1880s, overcrowding on the open range and a lack of clear land titles resulted in conflict between ranchers, farmers and railroads. Congress’ refusal to change the land laws resulted in only encouraging those who could not get title to enough land legally to resort to underhanded means to secure grazing. Owners began to fence off large regions with barbed wire and the locations of these fences led to shooting wars across the plains. Worse still, overproduction of beef drove down prices, and much of the plains became overgrazed as herd sizes soared. Then the severe winter of 1886 to 1887 killed around 80% of railhead cattle, which destroyed the open range cattle industry.

THE LONE STAR RANGERS

The five people known collectively as the Lone Star Rangers had their origins in the inventions of a single man. Doctor Harley Ford was a brilliant contraptionist whose work was frequently ignored or belittled by his American peers because he was African-American. Like many African-Americans, he journeyed west to start fresh, to a place that he’d been told a man was appreciated for his merits and not his skin color. Unfortunately, he discovered that wasn’t particularly true. It was better to be sure, but there were few inventors in the region to either applaud or belittle his work. Still, Dr. Ford kept at it. One day, they’d all see his genius!

Inevitably someone did appreciate his inventing brilliance, but it wasn’t a moment Dr. Ford would look back on with joy. The notorious Two Gun Dick had heard that the “Darkie Doc” up near Amarillo was making weapons that would make breaking into banks or robbing trains a cinch. He took his boys up to Ford’s place and forced the doctor to give him some of his inventions at gunpoint. Once he was happy that the devices would work, he shot the doctor in the chest and left him for dead.

Doctor Ford wasn’t dead, not even injured. By a stroke of luck he’d been wearing his patented Bronzed Leather waistcoat and the armor absorbed the bullets with no injury save to the inventor’s pride. Furious, Ford vowed to get the outlaw gang and retrieve his gadgetry.

He needed help though, as he was a scientist and no gunman. He asked around town, and by hook and by crook managed to gain 4 allies of dubious reputation. He outfitted them with his remaining equipment and the five went off in search of the Two Gun Gang.

After several encounters the five defeated the gang and retrieved Ford’s inventions. This made Dr. Ford (now just called “Doc” by his friends) happy enough, but he found he couldn’t just go back to being a reclusive scientist. He enjoyed making a real difference, in bringing justice across this frontier. He talked over his feeling with his three friends and they decided to continue their work to eliminate outlaws and secure the prairie, as the Lone Star Rangers.

Doc

PROPER NAME: Doctor Harley Ford

STRENGTH: 12 (+0)

DEXTERITY: 14 (+1)

CONSTITUTION: 13 (+1)

INTELLIGENCE: 17 (+2)

WISDOM: 11 (+0)

CHARISMA: 15 (+1)

INIT: +0

ACTIONS: 1/round

AC: 10, +1 (Dodge), +3 (Waistcoat)

DEFENSIVE: +3 Temporal (Waistcoat)

HIT POINTS: 30

LEVEL: 2

ALIGNMENT: Good

VICTORY POINTS: 4

SKILLS: Criminology 1, Etiquette 1 (Polite), Firearms 1, Prime 3 (Dexterity, Intelligence, Wisdom), Science 2

SUPERNATURAL POWERS: Invention 4, Knack 1 (+3 Invention)

PACKAGES:

Widget 1 (Gadget): Shapeshift 1 (Tools only), Knack 2 (+3 Invention, +3 Science)

Ratchet 1 (Gadget): Roguery 1 (Locks only), Suppression 2 (Intelligence, computing devices only)

Doodad 1 (Gadget): Phantasms 1 (Camera, 300 still shots or 12 seconds motion)

Whirlygig 1 (Gadget): Phantasms 1 (Camera, 300 still shots or 12 seconds motion), Super Movement 1 (Flight, 30ft.)

SHORTCOMINGS: Enemy ("Two Gun" Dick), Notorious (African-American), Prior Engagement (In Lab), Phobia 1 (Overconfident)

EQUIPMENT: Automatic pistol (1D6 damage, 4 shots before reload), Adamantite waistcoat (+3 AC, Invulnerability 1 (+3 Temporal)), Clank control panel

Harley Ford was born in 1861 to Bill and Lisa Ford, two escaped slaves that made their way to the North at the outbreak of the Civil War. Bill fought with the 54th Massachusetts regiment of African-American soldiers and was killed at the battle of Fort Fisher. His mother raised him to believe in the promise of America, where free men and women could rise as high as talent would allow them to go. His mother passed away after his graduation from High School, and her death only reinforced Harley's determination to live up to the expectations of his family. He expanded his education at Booker Washington's college in Tuskegee, Alabama. However, he grew frustrated with the school's emphasis on educating for trades such as carpenter or tanner and not the higher sciences. He left in 1881 and largely became self-taught in the sciences of steam and electricity. His work and patents allowed him to gather a small fortune, and decided to invest it away from the Reconstructed South.

Dr. Ford went west to both escape pervasive racism and have large tracts of wilderness to perform his experiments without prying eyes or endangered citizens. Though racism was less onerous in the West than in the East, it was still evident and so his reclusive life suited him well. That is, until "Two Gun" Dick

and his gang found out about his workshop and what his gadgets could do. The outlaws took many of his devices and shot the contraptionist, leaving him for dead.

Yet he survived, thanks to his armored waistcoat. He was furious at the theft however, and when the local sheriff didn't seem to be concerned with catching the robbers he turned in frustration to his own genius and a few fellow outcasts to retrieve his inventions. First the Jewish Zedidiah, who lost an arm in the Civil War, was given a new clockwork limb in return for his assistance. Then Old Shatterhand, Stanley Guiseman and the Japanese girl Neko were recruited with promises of gadgets and acceptance in his ranch compound.

After bringing down Two Gun's outlaw gang, "Doc" (as Ford was now called by his friends) decided to continue his work, but to save lives and enforce law and order. He formed the Lone Star Rangers, the name inspired by his North Texas ranch's location, and they continue to fight crime to the present day.

APPEARANCE: Doctor Ford is a black man in his early thirties, with short hair and a waxed and curled moustache and van dyke beard. He is also a bit of a dandy, with the best suits and hats to accouter his tool belt and various geegaws. He carries a self-designed automatic pistol, but it is smaller than the standard and is kept mostly as a backup weapon.

CLANKS: Each of these 4 gadgets (powers described above) is the size of a baseball, and Doc carries them in pouches on his belt. They are clockwork automatons, and are controlled by a small hand panel kept on Doc's belt. From this he can control the clank's movement as long as it remains in sight of the controller. Once out of sight, it will revert to a limited five step program such as "Fly/crawl up wall, break into window, hide in pot plant, leave window after 1 hour, climb down wall." If the wire to each clank is broken, they have rubber belts that notch at every turn or movement so they can use it to go back to its origin point.

WIDGET: This Clank can transmogrify itself into any hand tool that Doc desires.

RATCHET: This Clank is in fact a collection of eight tiny automatons, whose purpose is to break into locks or impede the use of difference engines.

DOODAD: A smoothly round device that can roll itself as well as extrude eight clockwork legs like a spider. Its primary use is that of a surveillance unit.

WHIRLYGIG: This Clank functions identically to Doodad, but instead of spider legs, opens like a flower and hovers like a hummingbird to take its footage.

NERO (Cat)

PROPER NAME: Neko Miazawa

STRENGTH: 11 (+0)

DEXTERITY: 20 (+4)

CONSTITUTION: 13 (+1)

INTELLIGENCE: 13 (+1)

WISDOM: 19 (+3)

CHARISMA: 16 (+2)

INIT: +4

ACTIONS: 3/2 rounds

AC: 10, +4 (Dodge), +4 (Lightning Speed)

DEFENSIVE: None

HIT POINTS: 28

LEVEL: 2

ALIGNMENT: Good

VICTORY POINTS: 1

SKILLS: Acrobatics 1, Language 1 (English [Japanese native]), Martial Arts 1, Melee 1, Prime 3 (Dexterity, Constitution, Charisma), Roguery 1, Targeting 1

POWERS: Attribute 2 (+10 bonus)

PACKAGES: *Ninja 2 (Theme)*: Intuition 1, Invisibility 1, Lightning Speed 2

SHORTCOMINGS: Enemy (William Cartwright), Notorious (Japanese)

EQUIPMENT: Pistol-knife (1D4 knife/1D4 pistol, 5 shots), Smoke bombs (Suppression 2, Wisdom), Katana (Sword, 1D8)

Neko Miazawa's life before joining the Rangers is shrouded in mystery. Even her friends know little about her past, despite Doc's best efforts to get details from the young Japanese girl. All that is known is that she arrived in America less than eight years ago, and she spent some time in San Francisco. She doesn't talk about her time there, only saying that she was forced to leave in a hurry after defending herself against a 'reputable citizen' of the western metropolis. She wandered across the Rocky Mountains, looking for some place to settle down as a home. Unfortunately, most Americans confuse her origin with China, and frequently belittle her abilities. Neko was nearing the end of her rope when she came to Abilene, and happened to be in a saloon when Doc Ford came in to recruit help against the outlaws that had robbed his workshop. Unsure at first about her abilities, both Doc and Captain Wolfe were impressed when she single-handedly put down a saloon brawl on behalf of the owner. With that proof, she was welcomed into the group and now lives at Doctor Ford's home with the other Rangers.

Neko is generally distant and is reluctant to speak with strangers. Despite her taciturn nature, she is close to her fellows in the Rangers and will risk her life to assist them at any time. Her beauty has drawn the eye of each of the Rangers, but none wish to jeopardize their friendship with anything further.

APPEARANCE: Neko is a young Japanese girl of around 22 years of age. She is short (4 foot 8) and is slim of build with long lustrous black hair. She generally wears men's clothes, with pant legs stuffed into boot tops. A gun belt adorns her waist, though she carries some of Ford's devices in lieu of guns. She wears her katana over her back, and on occasion carries a shotgun or carbine if the situation demands it.

CAPTAIN

PROPER NAME: Zedidiah Wolf (Jewish)

STRENGTH: 17 (+2) [Right arm], 22 (+5) [Left arm]

DEXTERITY: 14 (+1)

CONSTITUTION: 16 (+2)

INTELLIGENCE: 10 (+0)

WISDOM: 13 (+1)

CHARISMA: 17 (+2)

INIT: +0

ACTIONS: 1/round

AC: 10, +1 (Dodge)

DEFENSIVE: None

HIT POINTS: 36

LEVEL: 2

ALIGNMENT: Good

VICTORY POINTS: 1

SKILLS: Etiquette 1 (Polite), Firearms 1, Melee 1 (Arm), Prime 3 (Strength, Constitution, Charisma), Profession 1 (Military officer)

SUPERNATURAL POWERS: See Packages

PACKAGES:

Clockwork Arm 4 (Gadget): Armor 1 (+8AC, arm only), Attribute 1 (+5 Strength, arm only), Blast 1 (1D6), Spider Climb 1 (hand smashing holes)

SHORTCOMINGS: Enemy, Notorious (One-armed cowboy), Odd Appearance (Steam powered arm)

EQUIPMENT: Carbine

Zedidiah Wolfe was barely eighteen when he joined the Union Army in the closing year of the Civil War. He rose in rank quickly, and was a captain of cavalry when a Confederate cannonball ended his left arm and his career in the army. After the war he tried to earn his keep, but no one wanted to hire a one-armed man to do most work. Desperate to remake himself, he went to the Wild West to find his fortune. He did some work as a cowboy, able to ride and shoot one handed and was impressive with both skill and strength on the great cattle runs. Despite this, Zed felt trapped in jobs that didn't challenge his mind or abilities.

As part of his search for jobs, he did odd work for Doctor Ford at his ranch outside Abilene, Texas. In fact, he'd been the one to find Doc Ford's unconscious body after the raid by "Two Gun" Dick's gang. When Doc recovered, the large man was the first to offer his aid in finding the Doc's stolen gear. In gratitude, Doc built Zed's clockwork powered arm as well as reinforcing the captain's skeleton and joints. Feeling like a whole man again, he has accepted Doc's request that Zed use his military training and air of command to be the combat leader of the Lone Star Rangers. Despite this, none of his friends yet know that he is in fact Jewish, something that he fears would change the friendship among the five vigilantes.

APPEARANCE: Zedidiah Wolfe is a large man, nearly six foot five in height. He is broad shouldered and muscular, though the fact that his left arm and part of his side are covered in brass and steel is unmistakable. Though occasionally requiring his right arm to rewind the clockwork of the left arm, it is fully controlled by the Captain's thoughts in a manner that Doctor Ford invented specifically for his friend. He otherwise wears typical cowboy gear, though his hat is Union Cavalry issue that he kept from his time in the army.

GEESE

PROPER NAME: Stanton Gueisman

STRENGTH: 10 (+0)

DEXTERITY: 17 (+2)

CONSTITUTION: 10 (+0)

INTELLIGENCE: 9 (+0)

WISDOM: 17 (+2)

CHARISMA: 15 (+1)

INIT: +4

ACTIONS: 3/2 rounds

AC: 10, +2 (Dodge), +4 (Lightning Speed)

DEFENSIVE: +6 Temporal

HIT POINTS: 23

LEVEL: 2

ALIGNMENT: Neutral

VICTORY POINTS: 0

SKILLS: Etiquette 1 (Crass), Firearms 1, Martial Arts 1, Prime 3 (Dexterity, Intelligence, Wisdom), Roguery 2

SUPERNATURAL POWERS: See Packages

PACKAGES:

Invocation Aura 4 (Theme): Invulnerability 2 (+6 Temporal), Keen Senses 2 (+5 Vision, Ultraviolet vision), Lightning Speed 1

SHORTCOMINGS: Enemy, Notorious (Gunslinger), Fame (Former outlaw)

EQUIPMENT: Pair of revolvers (2D4 damage, 6 shots)

The Englishman known as Stanton Gueisman (or “English Stan”) had a short but notorious career as a gunslinger from Tombstone to El Paso. This life began to become more and more dangerous, and after Stan was forced to shoot it out with his last friend over the spoils of a stage coach robbery, he decided he’d had enough. He arranged the apparent death of “English Stan”, and tried to retire quietly to Abilene, Texas.

He used his ill-gotten gains to open a small saddle shop in town and lived quietly and happy. That is, until “Two Gun” Dick showed up with his picked group of desperadoes. Somehow he’d figured out Stan’s secret, and wanted to recruit him as additional muscle for a railroad robbery. When Stan refused, Dick’s men ambushed the saddler and rendered him unconscious. They then set fire to the saddlery, doubtlessly hoping that Stanton would die in the fire. He did not, and once he’d escaped the blaze, he’d vowed to kill Dick and his gang for ruining his life.

Much to his surprise, the ex-gunslinger discovered that he wasn’t the only one out for the gang. The saloon owner pointed him out to Doc and the Captain as someone who was interested in revenge on the outlaw and in short order the three men and the silent Japanese girl with the sword took down the renegades and foiled their plans on the silver mine train shipment.

After this, Stanton considered returning to a life of obscurity. He had to admit to himself that he’d had more satisfaction from dealing with the gunmen than he’d felt in years. So, when Captain Wolfe asked him to join the Lone Star Rangers, he found he couldn’t say “no” to the intense man with the brass arm.

APPEARANCE: Stanton Gueisman is a lean young man in his mid-twenties with sandy blonde hair and grey eyes. He tends to wear black whenever possible, something that his friends can’t understand with the infamous Texas heat. He has two pistols on quick-draw holsters on his thighs, and the guns were custom made for him by Doctor Ford. These added to his amazing speed and reflexes make him a legend once again, from the prairies to the pacific coast.

OLD SHATTERHAND

PROPER NAME: Charlie May

STRENGTH: 15 (+1)

DEXTERITY: 14 (+1)

CONSTITUTION: 12 (+0)

INTELLIGENCE: 11 (+0)

WISDOM: 15 (+1)

CHARISMA: 13 (+1)

INIT: +0

ACTIONS: 1/round

AC: 10, +1 (Dodge)

DEFENSIVE: +6 Suppression (vision)

HIT POINTS: 26

LEVEL: 2

ALIGNMENT: Good

VICTORY POINTS: 1

SKILLS: Etiquette 1 (Polite), Firearms 1, History/Legend 1 (Apache), Linguist 2 (English, Apache [German native]), Martial Arts 2, Prime 3 (Strength, Dexterity, Constitution), Survival 1 (Plains wilderness)

SUPERNATURAL POWERS: Might 2 (1D10, punching only)

PACKAGES:

Spectacles 2 (Gadget): Invulnerability 2 (+6 Suppression – vision), Keen Senses 2 (+5 Vision, Night vision)

SHORTCOMINGS: Enemy (Santer), Fame (among Apaches), Phobia 1 (Code of Honor), Sidekick (Apache Chief Winnetou)

EQUIPMENT: Barentöter (Bear Killer Rifle, 1D10, 5 shots), Henrystutzen (Henry Carbine, 1D6, 25 shots), Pistol (1D6, six shots)

Charlie May, nicknamed “Old Shatterhand” for his fighting prowess, appeared suddenly in the Wild West in the mid-1880s. He quickly built himself a reputation as an honorable man and skilled gunfighter. Unlike many of his other cowboy friends, Charlie felt that all too often the Indian tribes were being cheated out of their lands and wealth by greedy whites. It was this dedication to fairness for all men that led him to gain the status of blood brother to Winnetou, the chief of the Mescalero tribe of the Apache.

His adventures are legendary, even before he joined the Lone Star Rangers. This has the unfortunate result of occasionally leading his friends into trouble as an old foe of Shatterhand’s try to even the score against him and his comrades.

The most persistent of these is named Frederick Will, nicknamed “Santer”. Santer is a former Confederate cavalry officer who has made his fortune in criminal activities from his base at the small town of Roswell, New Mexico. He has a particular hatred of Old Shatterhand and will frequently appear in the most unlikely of places to try to kill or humiliate his arch foe. As for his friend, Chief Winnetou is not part of the Rangers, though he will occasionally use his tracking prowess to assist them in difficult cases.

Charlie May is a devotee of literature, and considers himself quite the novelist. He has several dime novels about the Wild West published under a pseudonym and endures some good-natured ribbing from his allies in the Rangers. Old Shatterhand always takes the ribbing with a smile, and continues his one-man crusade to make the Western frontier a better place for all mankind, regardless of race or creed.

VOX POPULI: AMERICA

The United States of America is a vast land, with a wide range of citizens. Though regionalism had been on the wane since the mid-Nineteenth century, a traveler from the 21st century would find the USA a nation of surprising subcultures. This nation was made up of Yankees, Southerners, Texans, Wild West settlers, Midwest farmers, and Mormon dissenters such as in Utah. This doesn't even consider the various ethnicities that made up this nation of immigrants. "Nativists ("Anglo-Saxons" as they styled themselves), Central and Eastern European immigrants whose numbers increased near the end of the century, Native American tribes forced onto reservations and the Oklahoma Territory, Chinese immigrants in the West used to build railroads, and Southern Blacks whose chance for freedom was taken and instead morphed into a peonage system of sharecropping. Not to mention Hispanics, who were absorbed into the nation when large territories were annexed from Mexico in the 1840s.

As many SuperMankind will encounter Americans in large cities such as New York or Chicago, the stereotypical resident of such a city will be the typical American whose opinions will be listed below.

PLEASE NOTE: The printing of the below should not be construed as approval or support of said opinions. They were simply prevalent among the American public of the time and can represent both the best and worst of American prejudice. Naturally we in the 21st century have moved significantly beyond such views but they were a part of our history.

AN AMERICAN'S VIEWS

VIEW OF SELF: "Whelp, we Americans are the finest, most honest, most steadfast people in the world. Humble too! In fact we Americans are uniquely qualified to criticize the governments of the rest of the world because we're self-governing. This gives each true American a knowledge of events and politics that is unparalleled by any other people."

"We Americans are rugged individualists. Self-supporting, that's us. No layabout or strikers here, that's for Europe and them socialists types. What? Yep, there are socialists here in the states, but none are Americans. They're just foreigners who ran out of their own countries one step before the police. All criminals, don't ya know? Always complaining how a man earns his bread, like it's any of their businesses what a man decides whom to work for and for how much. Un-American, I tell you!"

AMERICA'S CURRENT PLACE IN THE WORLD: "God bless our Founding Fathers in deciding to give us the best government ever devised by man. This is why it's our responsibility to protect all the nations of the Western Hemisphere under the Monroe Doctrine. Yep, the United States has an obligation to protect our little Latin American brothers in their attempts at democracy. Of course, they're not as good at it as we are which is why we have to go down there every now and then to make sure they're doing it right. Have

to send troops a time or two as well, especially in Mexico. They just can't get it right, and they should be thankful we take the time to straighten term out every now and then."

SPANISH BRUTALITY IN CUBA: "It breaks my heart to read about all those terrible things the Spanish are doing to those Cubans down there. It's against the Monroe Doctrine, it is! Well yes, Cuba was Spanish before there was a USA, but that don't matter. Nosiree, they need to stop acting up or by gum they'll wish they hadn't upset the morality of the American Republic!"

PANAMA CANAL: "Well of course the Frenchies made a mess of that canal. Maybe they did all right digging the Suez Canal, but here in the Americas they should really leave it to us. U-S, that is, since the United States has the most interest in any canal. Only right if we build it, that we run it. We ought to own the land it's on too, since we'll have paid for it, fair and square. What? The locals who live there? What do they have to do with it? Never you mind that, Americans are always welcomed wherever we go. They will thank us for helping them get rich off the trade running through there. You'll see!"

EUROPE: "Europe's a nice enough place, at least the civilized parts are. Britain's downright comfortable in most places, though they talk funny types of English there. France is nice too, though they're not entirely Christian over there. Germany's got good beer, and there's some other such countries there too. It's where civilization started you know."

FRANCE: "The French are a good folk I guess. They helped us during the Revolution, and gave us that nice statue recently. Put it right in New York harbor they did. Still, they're foreigners and they just can't seem to get democracy right, not like us Americans. Whey, they're always moving from a republic to an empire to a Commune; for heaven's sake! It's because they're all artistic, which is another word for degenerate if you ask me. Well, not in Paris anyway. Which is part of its charm I guess. What was it that feller said, 'Good Christians die and go to heaven. Good Americans die and go to Paris.' True enough, though I'm not sure I'd want my daughter to visit over there. All that Can Can dancing, bad painting, and absinthe they drink. Bound to make you not right in the head. Bless their hearts. Still, pretty swell to go visit if you have the chance."

GERMAN EMPIRE: "Germany's all efficient-like and fairly clean. But they love militarism over there too much, follow orders and don't think enough for themselves. That's why they got that Emperor Willie, not good at all. Crowns only mess up a country, thank heavens we don't have their ilk over here! That Kaiser fella is a great example of what's wrong with Europe. He's all about war, 'blood and iron' and starting shooting wars with neighbors just because you feel like it. He'll get Germany in trouble one day, mark my words! Sure, we've got a lot of Germans here in the USA. They're good Americans through, too; why if they weren't they'd move back to Germany now wouldn't they? No sir, they stay here because they don't want ol' Willie to get them killed in some war. Guns, uniforms, marching in step; that's what Germany

is all about. America's too freedom loving and individualistic to truck with that sort of thing. Trains run on time though."

RUSSIAN EMPIRE: "Russians are a queer folk. On the one hand their Czar freed their serfs about the same time Lincoln freed the slaves over here in the 1860s. That's dandy, but they go and then kill all the Jews in them pogrommes they have over there. Of course, they've got those crazy anarchists throwing bombs at everyone, so maybe they've got reasons to be so brutal. Makes a body powerfully glad to be American and not have all those Old World problems, ya know what I mean?"

SOUTHERN AND EASTERN EUROPE: "The rest of Europe? Well, not much else to talk about really. There's Rome with all that history and artistic fruu-fruu. That's about it. What? Well no, I can't say I can name all those other countries, but I mentioned the important ones. Americans don't need to know more."

AFRICA: "What? I don't think much of Africa. That's the place our former slaves came from, right? Now it's full of Europeans grabbing every bit of dirt in sight and fighting wars with the natives and with each other. They're welcome to it, I say. America's too great and noble a country to fight over someone else's land. Yes, well, there was the Red Indians but that was different. Totally different. Not the same at all!"

EAST ASIA: "Everybody in Boston and New York's always going on about the China trade, how much money there is in it. I've not seen a cent, nor has anyone I know. Always missionaries asking for money to go convert the heathen; that's the only trade I see any of. Americans don't need China Trade or any trade, we're such a big country that we don't need any other countries trade. We should just stay at home and mind our own business. It's the American way!"

THE FUTURE OF AMERICA: "We here in the Great Republic, yeah I said it with the capital letters there, we've got the future ahead of us and she's bright I tell ya. We're the future, we in America, 'cuz we're not burdened by those bad habits of their other countries. We'll lead the world into the twentieth century, and probably beyond. It's about time other countries pay attention to what we have to say!"

LABOR AND CAPITAL: "Earning money is the greatest good any red-blooded American can do. Wealth is a reflection of God's beneficence, at least that's what they say in my church. I believe it too, since America has some of the richest folk in the world. Why, many of them worked their way up from nothing to millionaires.

Who? Well, like that Carnegie fellow in steel, Rockefeller in oil, and Morgan in finance; they're all swell fellas and know their stuff. Started from nothing, and now have everything! Well, that's what I heard; they started from nothing. Anyway, that's the American Way, rags to riches. Hard work always leads to money and success, our country's founded on it!"

"Nobody likes kids working and getting hurt, but everyone has the right to earn an honest dollar. The parents of them kids should work harder so their kids get schoolin' that's all. Most of those 'Labor' folks are just fronts for foreign Anarchist and Socialists looking to destroy America from within. Sure a body should earn a livin' wage, but a feller gets that from working harder not taking money from a business. Why, do that and every company in the country would go bust. Nobody wants that! No, most of these people striking and complanin' are foreigners anyway....not a drop of real American blood among 'em."

AN AMERICAN'S VIEW OF SUPERMANKIND: "One good man standing up to tyranny and injustice, taking his own life in his hands and makin' things right, why you can't get more American than that! Sure they got funny powers, so do folks at the sideshows but these fellers use their gifts for the common good. Makes a tear come to my eye, it does; like the noble cowboys of the Wild West, they travel our cities and fight to keep good people safe. Costumes? Masks? Well, a bit of color and flash gets people's attention. Masks too, especially if a body wants a quiet life when not saving America from Nihilists. No siree, I'm behind all those men of courage!"

"Women... Well, that's a different story, it is. 'Course if they gots powers they want to help too, and any good American understands that. Still, they need to do it in a way that they can protect their delicate feminine side. All these "new Women' wantin' to do everything a man does. You know, work, learn, vote; it's not natural. It's the same with these ladies fighting each other in the streets, rippin' their clothes and getting dirty; leave that to the menfolk, I say. There's plenty enough of us to do what needs doing."

"Policemen? Everybody knows a few good ones, but we all know a crooked one or two. Those bad apples end up fouling the barrel if you're not careful. That's why these masked mystery men are so important. They keep true justice out there, and if they find a dirty cop they give 'em what for, and good riddance I say! Masked heroes – and heroines too I guess – work for free. Coppers? They take our money and then try to squeeze more out of ya! Not right I say."

PERSONS OF NOTE

Below are brief bios and Victorious statistics for a sample of historical figures in the United States of the late nineteenth century. There are certainly others, and your humble author suggests reading some of the books in the Bibliography section of this work for additional figures of use in a chronicle. As usual, if the statistics below do not meet your expectations of what abilities the person in question “should” have, by all means modify to suit your chronicle’s viewpoint.

SUSAN B. ANTHONY: She is a Good mortal whose vital statistics are: Level 5, Hit Points 8, Armor Class 9. Her prime attributes are Intelligence and Charisma. Her significant skills are Etiquette 2 (Crass, Polite), Profession 1 (Medicine), and Thespian 1.

Born into a Quaker family, religion and participation in the world were hallmarks of her early education. Yet she is most known to Americans as the predominant symbol of Women’s Suffrage, and in that cause she has never wavered. A colleague of Frederick Douglas and William L. Garrison, she was a promoter of not only woman’s rights but for reform in politics and society, supporting the Women’s Christian Temperance Union and similar groups. In politics, she promoted the formation of the American Equal Rights Association to expand public knowledge of women’s rights. This goal continues to be her main focus, and her attempt to vote in 1872 led to her arrest.

Like many people in America, she finds the emergence of SuperMankind to be both fascinating and a little frightening. She is gratified at the presence of women among this group, and uses their example as another point to hammer away for women’s rights.

ALEXANDER GRAHAM BELL: He is a Neutral mortal whose vital statistics are: Level 4, Hit Points 12, Armor Class 11. His prime attributes are Intelligence and Wisdom. His significant skills are Criminology 1, Etiquette 1 (Polite), Linguist 2 (French, Sign Language), and Science 2.

This Scottish immigrant to the United States was encouraged to learn at an early age by his academic parents. After arriving in Boston, he became fascinated by the new field of electricity and began to experiment with its power to attempt to emulate sounds; a source of interest to him since his study of speech and his mother’s deafness. Though assistance to the auditory disabled would wait for the twentieth century, Bell did invent the Telephone in 1876 and helped found Science magazine four years later.

Bell’s interest in both sound and electricity are still vital to his research and any SuperMankind with such powers will grab his interest immediately. As a scientist, he ignores the mumblings of occultism and instead sees the new phenomena as simply another step on Darwin’s evolutionary ladder.

WILLIAM JENNINGS BRYAN: He is a Good mortal whose vital statistics are: Level 3, Hit Points 17, Armor Class 12. His prime attributes are Constitution, Intelligence, and Charisma. His significant skills are History/Legend 1 (America), Profession 1 (Law), and Thespian 1.

A young lawyer from Illinois, this dazzling public speaker was elected to Congress in 1890 and became the darling of the nascent Populist Party. Accused by his opponents as a demagogue, he was elected to Congress in 1890 and defended the average man against the overwhelming power of the wealthy elite of the Gilded Age.

Bryan’s view of SuperMankind is mixed. On the one hand, he sees the powerful individuals of the SuperMankind as exemplars of the American ideal of the individual triumphing over adversity. He is firmly of the opinion that the only reason they wear masks at all is to protect their humble families from exploitation by the rich. On the other hand, he is concerned that SuperMankind might instead be the new class of power and privilege that will exploit the common man. Only the future will say how this indecision is resolved.

MARTHA JANE CANARY: She is a Neutral mortal whose vital statistics are: Level 5, Hit Points 21, Armor Class 13. Her prime attributes are Dexterity, Wisdom, and Charisma. Her significant skills are: Acrobatics 1, Etiquette 2 (Crass, Polite), Firearms 3, Roguery 1, and Thespian 1.

If there was any woman who less exemplified the Victorian ideal of what a woman should be it would be Calamity Jane. Notorious in the Wild West, Jane was known for dressing as a man, not riding side saddle, and proving her excellence in handling both a firearm and a glass of whiskey. Though in middle age by the 1890s, she is still an active woman and frequently performs with Buffalo Bill’s Wild West Show in Europe and America.

She doesn’t believe any of that SuperMankind rubbish. As a performer herself she is aware of both the need to catch attention with fancy clothes and to appear to be a lot more than you are. As such, she is convinced that these masked heroes are doing just that, using theater tricks to appear to have supernatural powers. SuperMankind women are the worst to her, as she resents their outrageous behavior as compared to the disapproval she’s had to live her life with. Bullet proof, they claim? Well, let’s find out shall we?

ANDREW CARNEGIE: He is a Neutral mortal whose vital statistics are: Level 3; Hit Points 10; Armor Class 10. His prime attribute is Intelligence. His significant skills are Profession 1 (Finance), Profession 1 (Management), and Wealth 3.

Born to a poor family and with little education, Andrew Carnegie took to entrepreneurship with a vengeance. Emigrating from Scotland to Pennsylvania, he quickly involved himself in the railroad boom of the 1860s and 70s to create a significant fortune. First he worked for railroads, and then built his own steel rail mills, advancing to building a steel empire by the late 1880s.

Andrew Carnegie views SuperMankind much as he views the stars in the sky: interesting, sometimes even amazing. He has tried to hire one of the New York Minutemen to help him with a labor issue in upstate New York, but it went nowhere and afterwards he washed his hands of the whole phenomenon. This

might change if SuperMankind began to involve themselves in labor strikes or factory lockouts, depending on whether or not he feels they are on the right side, his of course.

ELIZABETH COCHRAN: She is a Good mortal human whose vital statistics are: Level 4; Hit Points 15; Armor Class 13. Her prime attributes are Intelligence and Dexterity. Her significant skills are Criminology 1, Etiquette 2 (Crass, Polite), History/Legend 1 (New York), and Profession 1 (Journalism).

Elizabeth Cochran took the pseudonym of “Nellie Bly” when the young woman first tried her hand at journalism. At the time most journalists weren’t allowed to put their name on their articles, such prestige being reserved only for editors. However, this pseudonym made the daredevil woman reporter famous across the United States and even parts of Europe. She wasn’t afraid of investigative journalism, and emphasized women’s issues such as divorce and child rearing. She even had herself committed to a New York insane asylum for ten days so she could write a book detailing her treatment. She’s done everything from investigating the life of prostitutes to attempting to replicate in reality the escapades of the novel *Around the World in 80 Days* by Jules Verne.

Nellie Bly is fascinated by the costumed heroes and heroines of the SuperMankind. As she is the iconic representation of the female reporter, she will do her best to find one of these costumed crimefighters and interview or follow them as much as possible; peppering them with questions and frequently placing herself in danger to get a good story.

WILLIAM FREDERICK CODY: He is a Good mortal human whose vital stats are: Level 4; Hit Points 19; Armor Class 12. His prime attributes are: and Dexterity, Intelligence and Charisma. His significant skills are Firearms 1, History/Legend 1 (Old West), and Thespian 2.

Buffalo Bill had a rich early life, serving as a pony express rider, a scout for the Union army in the Civil War, wagon train guide, and again as a scout for the United States army during the various Indian wars; for which he earned the Medal of Honor. His fame only increased after he founded his Buffalo Bill’s Wild West Show in 1883, and with this carnival of cowboys and Native Americans he traveled across North America and through Europe; even doing a command performance for Britain’s Queen Victoria and other European royalty. Admired across the Western world, Buffalo Bill Cody’s showmanship looks set to take him into fame and fortune well into the twentieth century.

Unlike many performers, Bill Cody rarely allows his own ego to interfere with his show’s success. Though he’s unsure if the SuperMankind coming forth into the public eye are real or just elaborate performances like his Wild West Show, he would give a pretty penny to find out. Once he discovers the truth, he will stop at nothing to convince one (or several) to join his show; in any way he can to shoehorn them into an Old West theme!

GEORGE EASTMAN: He is a Good mortal whose vital statistics are: Level 5; Hit Points 24; Armor Class 12. His prime attributes are Intelligence and Wisdom. His significant skills are Invention 3, Science 2, and Targeting 1.

By the last quarter of the nineteenth century, the name Eastman is synonymous with the photographic camera in the United States. Having freed photographers from the bulky glass film plate by the invention of flexible film rolls in 1884, he continued to promote amateur use of the medium with affordable handheld box cameras by 1889. An enthusiast of education and worker’s rights, his employees are among the best paid for their work in America; much to the chagrin of his competitors.

Eastman admires SuperMankind, and is currently trying to develop a “Super-Fast” film that can capture the image of the powers of SuperMankind as they are invoked and used. Though not a believer in the occult, he has quietly begun taking photographs at séances and other sources of supernatural events in his quest to create this ultimate film.

MONK EASTMAN: He is an Evil mortal whose vital statistics are: Level 4; Hit Points 20; Armor Class 12. His prime attributes are: Strength and Constitution. His significant skills are History/Legend 1 (New York City), Melee 2, Martial Arts 1, and Roguery 1.

Monk Eastman is a man of average height (for the period, about 5 foot 5 inches) and weighs around 150 lbs. He is often seen swaggering on the streets of his domain with a Billy club hanging from his belt, a blackjack in his pocket, and both hands festooned with knuckle dusters. It is a note of pride to Eastman in that he never has used his brass knuckles on a woman, merely using his bare fists. He might make an exception to this policy depending on the strength of the woman vigilante.

Eastman doesn’t believe in SuperMankind. He’s seen all sorts of stuff at the Dime Museums, and won’t believe the truth of any of the stories until he sees them personally. Of course, this might be when a hero or heroine interferes with his business, in which case it will take a real drubbing to get his attention to what SuperMankind are capable of. Once he does, he’ll do his best to fund any egghead that will promise to make him one too, with lethal results to the contraptionist if they fail him.

THOMAS ALVA EDISON: He is a Neutral mortal whose vital statistics are: Level 3; Hit Points 14; Armor Class 13. His prime attributes are Intelligence and Charisma. His significant skills are Etiquette 1 (Polite), Invention 2, Science 1, Thespian 1, and Wealthy 2.

With no actual scientific training, the “Wizard of Menlo Park” has claimed the creation of dozens of machines used in the middle and late nineteenth century. The Automatic Telegraph and the stock ticker were his first, and with the royalties from those inventions he created his Menlo Park facility and spearheaded the invention of the incandescent light bulb and the phonograph. Since the 1870s he has continued to promote electricity as the power of the future, though many steam enthusiasts believe electricity is too unstable and difficult to store to make it ever practical for large scale use. He has been accused by many rivals and many former employees of theft; stealing ideas and taking credit for himself. Americans are certain that Thomas Edison is the scientific demigod of the era!

A man ahead of his time in many ways, Edison sees marketing and public promotion as even more important

than invention itself. As such, he's wanted the New York hero Thunderbolt to become a mascot for the Edison Light Co., and is frustrated by his unwillingness to accept Edison's generous offer. Fighting crime? That's for police to do. What a man needs to do is get rich, and Edison will continue to exemplify that to the hilt!

WILLIAM RANDOLPH HEARST: He is a Neutral mortal whose vital statistics are: Level 2; Hit Points 7; Armor Class 10. His prime attribute is Wisdom. His significant skills are Etiquette 2 (Crass, Polite), History/Legend 1 (New York City), Profession 1 (Journalism), and Wealth 1.

Born to a Senator's family of wealth and power, William was made editor of a San Francisco newspaper his father owned after the prodigal son was kicked out of Harvard in 1880. Here he found his place, creating the sensationalist ideas for newspaper publication that would make his name a household word in the 1890s and early twentieth century. He moved to New York in 1895 and immediately purchased the Morning Journal and applied his outrageous headlines and style to Gotham's newsprint. This started a bitter rivalry with Pulitzer's New York World, a contest that exemplified the contest between truth and sensationalism. Somewhat progressive at heart, he doesn't let his charitable views get in the way of building a media empire that will span America.

Hearst is all about showy excitement, and the SuperMankind are the answer to his prayers. His journalists are under orders to "stick to the heroes like fleas on a hound!" This makes them an aggravating complication to heroic types trying to help people around Manhattan. Hearst doesn't worry about that, so long as his papers get the news, everything else can go by the wayside.

HARRY HOUDINI: He is a Good mortal whose vital statistics are: Level 4; Hit Points 22; Armor Class 13. His prime attributes are Dexterity, Constitution, and Charisma. His significant skills are Acrobatics 2, Etiquette 2 (Crass, Polite), Martial Arts 1, Melee 1, Roguery 1, and Thespian 1.

Born in 1874, Harry Houdini is busy performing his "escape artist" act across the United States in the 1890s. Ever a showman, Houdini enjoys challenging the police of a town he visits to lock him up in their most secure cell, then breaking out in a matter of hours. He has yet to meet his match, be it cell, chains, cuffs, or even bank safes. His long-suffering wife assists him on occasion, but she worries that one day he'll be unable to escape, and it will mean his death.

A showman himself, he wishes he had a flashier ability in order to stand out from the masked SuperMankind that have appeared in the world. He dares contraptionists to build their most diabolical cell, and then he will escape from it. At least, that is his plan, but no true contraptionist has taken him up on his offer.

PAUL KELLY: He is a Neutral mortal whose vital statistics are: Level 4; Hit Points 15; Armor Class 13. His prime attributes are Intelligence and Dexterity. His significant skills are: Firearms 1, Etiquette 2 (Crass, Polite), Linguist 3 (French, Italian, Spanish), and Martial Arts 2.

Paul Kelly was an exception among the gang lords of New York City of the late 19th century. While leaders such as Monk Eastman looked as scruffy and dirty as many of his most junior bruisers, Paul Kelly takes great pride in his dapper appearance. Not only is he well groomed, but also he is also well spoken and knows three languages (French, Spanish, and Italian) fluently. As he makes no special advertisement of his person at the club, those entering the New Brighton for the first time may easily mistake him for one of those middle class personages who enjoy the new pastime of "slumming" to see how the other half lives. This civilized veneer does hide a ruthless gangster, and his personal bravery is not in question. While he prefers pistols, he was a bantam weight pugilist in his youth and can still engage in fisticuffs with the best of his enemies.

Kelly is bemused by the idea of supernaturally powerful men and even women. He does not doubt the possibility of their existence, but has yet to meet one in person and is thus holding judgement. Once he realizes the true extent of these powerful beings, he will be eager to hire as many as possible as muscle for his Five Pointers, even willing to lean on the family of any hero or heroine with Fame to convince them to see reason. He would regret such boorish behavior, but it won't stop him.

PERCIVAL LOWELL: He is a Good mortal whose vital statistics are: Level 3; Hit Points 11; Armor Class 10. His prime attributes are Intelligence and Wisdom. His significant skills are Etiquette 1 (Polite), Science 2 (Astronomy), Science 1 (Engineering).

This graduate of Harvard is the United States most eminent Astronomer at the close of the nineteenth century. He is best known for his study of the surface of Mars and the evidence of canals on the surface of the planet, which he elaborated on in several books starting in 1895. Though performed after his death, his research would lead to the discovery of Pluto in the 1930s.

Lowell only has peripheral interest in the emergence of SuperMankind. If any hero or villain seemed to have abilities that would assist the study of the heavens, this would doubtlessly change. In such a case, he would strive to encourage them to use their ability for scientific study instead of mere terrestrial pursuits.

WILLIAM BARCLAY MASTERSON: He is a Neutral mortal whose vital statistics are: Level 4; Hit Points 15; Armor Class 13. His prime attributes are Wisdom and Dexterity. His significant skills are Etiquette 2 (Crass, Polite), Firearms 1, and Martial Arts 2.

"Bat" Masterson was actually born a native of Canada in 1853. His family quickly moved to the United States, and his Wild West career began when he was unintentionally involved in the Battle of Adobe Walls; one of the last Indian wars in the West. From there, he moved across the region from Dodge City to Tombstone Arizona, meeting such figures as Wyatt Earp and Doc Holiday. As much of a journalist as a gunman, he dabbled in newspaper work in the 1880s, but wouldn't rise to journalistic fame until moving to New York in 1895. He was a good friend of Theodore Roosevelt, and in his time worked as a buffalo hunter, an outlaw, a newspaper editor, a sheriff, a jail breaker, and United States Marshall.

Having first come to fame thanks to an East Coast journalist who exaggerated his own outlaw exploits, Masterson is dubious about the claims made by newspapers about the powers and abilities of these mystery folk. He'd have to see it to believe it, and could maybe teach a young crimefighter some of the skills he'd learned in the West, in return for some interviews of his own, that is.

WILLIAM MCKINLEY: He is a Good mortal whose vital statistics are: Level 2; Hit Points 18; Armor Class 10. His prime attributes are Intelligence and Wisdom. His significant skills are Profession 1 (Law), Profession 1 (Military Science).

This 25th president of the United States was born in Ohio, and volunteered for the Union Army during the Civil War. A veteran of the Virginia and Maryland campaigns, he left the army at the rank of Major and entered law practice as a local prosecutor. His move into politics began with entering Congress in 1877. His career has been as a Republican, but has shown remarkable generosity for the working classes and veterans (of both sides) of the Civil War. Despite this, he lost his seat in 1890s and became governor of Ohio. He left this office to run for President in 1896 and won handily. During his administration he would be reluctantly drawn into the Spanish-American War by the American public, and make the fateful decision to annex Hawaii, Guam, Puerto Rico, and the Philippines. He was reelected in 1900 with Teddy Roosevelt as his vice president, but he would be assassinated within a year of this triumph.

McKinley at heart is not a combative person. His patience and willingness to negotiate is legendary in Washington, much to the disdain of extremists like Roosevelt. As such, he cannot understand why these SuperMankind won't just join the police forces and serve their communities 'properly' instead of costumes and wild hooliganism. He wouldn't himself require all SuperMankind to stop their vigilante activities, but it makes him uncomfortable.

RANSOM ELI OLDS: He is a Neutral mortal whose vital statistics are: Level 2; Hit Points 16; Armor Class 11. His prime attributes are Intelligence and Dexterity. His significant skills are Etiquette 1 (Polite), Science 1 (Engineering), and Science 1 (Mechanics).

From a young age in the early 1870s, Ransom Olds was an inveterate tinkerer with machines. By the 1880s he'd graduated to steam engines and was obsessed with the idea of creating a self-propelled horse less carriage. Steam seems the only reasonable engine system for his "Oldsmobile", but further research might take him away from coal and into other power sources for his mechanisms. Eventually he is determined to set his Oldsmobile plant in the city of Detroit, Michigan.

Ransom Olds, true to his interests, finds more appeal in studying the work of the Contraptionists than any other group of SuperMankind. He is convinced that if he could just convince one of these fellows (or ladies) to work with him then the horseless carriage is a certainty before the end of the nineteenth century. As such, he will correspond with any contraptionist he can, even visiting them to promote his plans for future transport.

QUANAH PARKER: He is a Good mortal whose vital statistics are: Level 5; Hit Points 17; Armor Class 12. His prime attributes are Intelligence, Wisdom and Dexterity. His significant skills are Etiquette 1 (Polite), Firearms 1, Martial Arts 1, Melee 2, Thespian 1, and Wealth 1.

His first name being the Comanche word for "scent", Quanah Parker was born in the 1850s as a English-Comanche in the Quahadi (Antelope Eaters) tribe of the Southwestern United States. He rose to prominence in this tribe, and gathered the Comanche to resist white encroachment on their lands; being the last chief of the Comanche nation. Despite losing his conflict in 1875 and forced to take his tribe onto the Indian Reservation lands in southwest Oklahoma, he remains a major figure in Indian affairs and is a wealthy rancher as well.

Despite his apparent acceptance of European white values, Quanah is still a Native American at heart and only accepts ways that seem beneficial to his people. He is not a believer in the Ghost Dance, though the Indian SuperMankind gives him hope for a Native American rebirth in the future. Any Native American or Indian themed SuperMankind will find a friend and ally in Quanah Parker.

JOSEPH PULITZER: He is a Good mortal whose vital statistics are: Level 3; Hit Points 11; Armor Class 10. His prime attributes are Intelligence and Wisdom. His significant skills are Etiquette 2 (Crass, Polite), History/Legend 1 (America), Profession 1 (Journalism), and Thespian 1.

An immigrant from Hungary, Pulitzer earned American citizenship by serving in the Union army during the Civil War. His first love is journalism however, and in this regard he's made his mark as the owner of the New York World, one of two major newspapers in the city. He used his paper to promote Progressive ideals and his editorials were the bane of corrupt police and political figures across the nation.

Pulitzer is one of the growing group of people that define SuperMankind in Darwinistic terms. That is, these powerful men and women are the next stage in mankind's evolution, and within a century or two all people will benefit from these abilities. Such ideas run into problems when dealing with magickal invocations, but he is convinced such phenomenon are really from inherent powers that the gullible person has convinced themselves is actually sorcery. He promotes such heroes and heroines in his paper, and calls on them to use their powers to cure society's ills; even if narrow minded fools might try to impede them. It's for the public good, after all!

THEODORE ROOSEVELT: He is a Neutral mortal whose vital statistics are: Level 4; Hit Points 15; Armor Class 13. His prime attributes are Strength, Constitution, and Intelligence. His significant skills are Etiquette 2 (Crass, Polite), Firearms 1, History/Legend 1 (American Wars), and Martial Arts 1.

The man who would bestride American politics was born in 1860 to a wealthy family who could trace its lineage back to the founding Dutch Knickerbackers of Manhattan in the seventeenth century. Being a sickly child, Roosevelt has spent most of his life constantly exercising and becoming proficient in the 'manly

arts' as he calls them. This energy, and a feeling of obligation to serve his nation, has led him to political office in New York; most recently as Commissioner of Police. In this office he has made many enemies, mostly because of his zeal for efficiency and intolerance of corruption. Living as a rich dilettante, a western cowboy, big game hunter, historian, and rising political star; his future on the national scene appears bright.

For years Theodore Roosevelt has decried the American loss of the 'Savage Virtues' that make peoples in the past vigorous. He fears that America is succumbing to effeteness and excessive civilization, and the emergence of SuperMankind gives him hope for the future. Since most SuperMankind seem to engage in battle, he is convinced that they are the vigor that America needs to take its place as the great nation of the Earth. Though the number of women in the ranks of SuperMankind makes him uneasy, he is convinced that if they would just take their duty seriously they would settle down, have many boys, and those boys will save the Great Republic in the twentieth century.

WILLIAM ASHLEY SUNDAY: He is a Good mortal whose vital statistics are: Level 3; Hit Points 14; Armor Class 12. His prime attributes are Dexterity and Wisdom. His significant skills are Etiquette 1 (Polite), History/Legend 1 (Bible), Missiles 2, and Thespian 2.

Sunday's early adulthood was spent as a baseball outfielder for the New York White Stockings (later the White Socks) Later as part of the Pittsburgh Alleghenies he went to sports fame. Yet in the 1880s he left baseball to become one of the nation's greatest revivalist preachers. He has in the past few years created a theatrical method of sermonizing that draws massive crowds and even greater funds for his Presbyterian ministry.

Sunday is profoundly disturbed by SuperMankind. The powers they wield are distressing enough, but what infuriates the minister more are the use of mythological themes for their outfits and downright promotion of magick by others. The relatively large presence of women among the SuperMankind seems to him as an affront to proper Christian morays of the Gilded Age. Woe to any member of this group who engages William Sunday in a debate over their value to society!

NIKOLA TESLA: He is a Neutral mortal whose vital statistics are: Level 4; Hit Points 24; Armor Class 10. His prime attributes are Intelligence and Wisdom. His significant skills are Etiquette 1 (Polite), Invention 4, Linguist 2 (English, French [Hungarian native]), Science 1 (Electricity), Science 1 (Physics).

Nikola Tesla was born in the Austro-Hungarian Empire in 1856 and was educated in Vienna and Paris in various fields of the

physical sciences. He moved to the United States in 1884 and worked briefly with Edison's company on various electrical projects. This brief partnership ended badly, and Tesla still resents Edison's apparent theft of some of Tesla's ideas. The very icon of the contraptionist, the Serbian Nikola Tesla has created theories and inventions of a scale that astounds many in America. He is seen as second in genius only to Thomas Edison, something that infuriates Tesla to no end.

Nikola Tesla is convinced that electricity is the secret to the mystery of the SuperMankind. He has been busy experimenting with electrical dynamos to expose volunteers to electricity in a variety of voltages and extents in an effort to replicate SuperMankind in the laboratory. As such, when and if he succeeds will be one of the greatest days of his life, if it doesn't kill him in the crossfire!

BOOKER TALIAFERRO WASHINGTON: He is a Good mortal whose vital statistics are: Level 4; Hit Points 13; Armor Class 10. His prime attributes are Intelligence and Charisma. His significant skills are Etiquette 1 (Polite), Science 1 (Agriculture) and Thespian 1.

Booker T. Washington was among the final generation to be born into slavery, having been freed at age 9 by Union troops occupying his master's plantation in Virginia. He pushed himself into learning to read and write, and eventually graduated from the Hampton Institute in 1875. From the 1880s onward, he was the preeminent spokesman for African-American rights until his death. He mastered the nuances of the political arena in the late 19th century, which enabled him to effectively use the media, canvass various groups raise money for bettering the African-American community, as well as create advocacy groups with influence in the exclusively white political system of the Gilded Age. He used his social standing among whites and even segregationists – after his Atlanta Compact speech – to canvass political favors and punish those who opposed his plans for uplifting blacks. His overall goal was to raise up the black community through economics before challenging segregation, though he covertly aided court cases that tried to challenge Jim Crow laws in the South. As part of economic advancement, he created the Tuskegee University in Alabama for African-Americans to learn trades and experience education.

Booker T. Washington has taken great comfort by the evidence that the powers of SuperMankind are not limited to a single race or gender. The emergence of John Henry in particular has given him the idea that if more African-American SuperMankind appear that they will provide one more break in the wall of racism in America.

WELCOME TO NEW YORK CITY

CCCCCRRRRRAAAASSSSHHHH!!!!!!

The brass fittings of the lumbering crablike automaton shuddered and ruptured as a slate gray warhammer drove its way out of the machine's body and arced into the air, landing neatly in the extended hand of a handsome black man standing a dozen yards distance from the wreckage.

The tall, heavily muscled man nodded in satisfaction as the hulking iron crab twitched its last before him. He looked critically at the hammer before him, then idly pulled a handkerchief from his shirt pocket and began to slowly polish the steel surface of the weapon. He hadn't been sure that the mystical hammer would be able to destroy something the size of these mechanical iron crab monsters that had been keeping the city in an uproar. He shouldn't have worried, since if the legend of the hammer was true then it had battled far worse monsters in its time.

His reverie was interrupted by a flash of lightning and the crack of thunder, and a man was suddenly standing next to the hammer wielder. This man was white, wearing a stylized blue military uniform with lightning epaulettes on his shoulders. His masked face broke into a rueful smile as he remarked "Well John, it looks like you didn't need my help over here after all."

John Henry shrugged, and replied, "There was no way for you to know that, sir. I just appreciate the thought."

"You know," the man in blue said with some asperity. "You're welcome to just call me Thunderbolt. Or even Frank, if Ms. Bly isn't around."

John's smile was good-natured, but he shook his head at the suggestion. "No sir, my momma taught me that politeness is never out of place. I will call you Thunderbolt though. At least, when Miss Bly isn't around."

Frank Pierce, the hero known to New York City as Thunderbolt, accepted defeat with good grace. "Well, at least you've got the last of those crab robots on this end of the ward. Though its times like this I do miss good old 21st century robots. At least with their microcircuits I can fry them quick." He gestured at the sprawled form of the iron crab automaton, sooty coal smoke and steam oozing around its joints and plates. "These things run mostly on steam, so my electricity isn't as effective as your hammer."

"Don't be too irritable, Frank." A feminine voice echoed in the men's minds. "At least you can do something against these things. Robots of any type are immune to my psychic powers."

Thunderbolt glanced at the small crowd gathering behind the duo on the cobblestone street. In the distance, Thunderbolt could hear the bells and clattering hooves of a fire engine slowly making its way towards their side of the block. "Too late guys, the show is over," he thought, then peered closer at the citizens gathering to rubberneck. It still jarred him to see bowler hats and parasols, frock coats and long skirts; the costumes of the nineteenth century. They weren't costumes though, they were

the clothing of the odd Victorian era he'd found himself in. He thought towards his fiancé, "At least we're trapped here together, right Kim?"

A soprano chuckle was his only reply. He knew Kim Takeshima, called Motivator by the rest of the Minutemen, was somewhere in the crowd. She used her psychic powers of illusion, first and foremost, to hide herself in the background. He'd gotten better at recognizing her in a crowd, but sometimes he failed at spotting her.

He might've kept up his searching gaze, but then around the warehouse's corner came the sound of heavy stomping feet and hydraulic pistons. A burnished steel shape came around the corner. It was nine feet tall, squarely built, and – unlike their opponents – man shaped. A turret-like head crowned the figure, with two gun-shaped barrels protruding from the visor like a pair of goggles. The lumbering giant stopped in front of the two men and a hollow voice echoed from a voice tube. "Gentlemen, I've dealt with the remaining crab machine at the far end of the alleyway. I also saw American Eagle flying towards us."

John Henry nodded and started searching the sky for the fifth member of the heroic team of New York's SuperMankind, the Minutemen. His manners rebelled at not treating Monitor with the respect she deserved. He knew though that Miss Grimaldi didn't like the public to know she was a woman in that armor. She didn't deny being a woman, but since the huge size of the armor is coupled with a hollow reverberating voice, everyone just assumed the Monitor was a man. So John would treat "him" with the respect of a comrade and not like a lady, no matter how uncomfortable it felt. As a black man, he understood all too well how the public could turn on someone no matter how much good they did.

As if the mention of his name was enough to summon him, a man in brown, white and gold flew on dun colored wings and landed on the warehouse roof before them. His Bostonian accent was strong as he called down to his teammates.

"Well fellas, I flew a search pattern over a nine block radius, and I don't see any more of those metal bugs anywhere."

"They're crabs, sir." John Henry shouted up to the flying hero, whose wings were folding neatly behind his back. "I would think a young man from Massachusetts would recognize crabs?"

The American Eagle waved the mistake off with characteristic aplomb. "I'm from Western Massachusetts; the only seafood I ever get to look at are already cooked and on a plate."

"Nice work everyone." Thunderbolt interrupted the banter. "But we still need to..."

The rest of Thunderbolt's comment was drowned out by the shattering sound of brownstones from the front of the warehouse falling to the street. The roof too began to falter, but American Eagle quickly spread his wings to their full extent. He didn't have enough room to gain altitude, but he was able to glide to the ground and land next to his comrades.

Once the warehouse front, built of New York brownstone, crumbled away a strange sight was revealed. Emerging slowly out of the cavernous building a brass insect the size of two elephants crawled over the wreckage of the fallen automaton in its path. This...centipede...was massive, creeping forward on hundreds of small clinking legs that appeared almost delicate next to the locomotive-sized body of the construct. On top of its featureless head stood a polished brass figure, its arms crossed before its chest like a victorious emperor surveying his domain. The single glowing red eye in the center of its face emanated evil intent as it centered on the four heroes before it.

"Aha. At last, you have fallen for my ruse. Now you are at my mercy fleshling fodder!" The voice was scratchy and strangely accented with popping static, as if the voice was really a recording and being replayed on a gramophone.

"The Machine?" The incredulous tone of Eagle's voice was unmistakable even amidst the backdrop of the screaming crowd behind them. "That's simply impossible. We dismantled you after your attempt to kill President Harrison!"

The crackling laughter from the automaton above them seemed to mesh with the incessant ticking of the hundreds of legs persistently moving the massive bulk of the Machine's steed. "Come now, American Eagle. I know human minds are weak, but surely even you should know by now that The Machine is unstoppable! I am the future, the end for the human age and the beginning of the Machine Age!"

"We'll see about that." Thunderbolt growled his challenge at their recently revived arch foe. Summoning his namesake power, the electricity from his being came sparking and flashing from his hands. "Minutemen, attack!"

With that call to battle, New York's costumed heroes engaged the Mechanical Monster of The Machine!

HEADLESS HORSEMAN

PROPER NAME: Unknown

STRENGTH: 20 (+4)

DEXTERITY: 19 (+3)

CONSTITUTION: 15 (+1)

INTELLIGENCE: 12 (+0)

WISDOM: 14 (+1)

CHARISMA: 13 (+1)

INIT: +3

ACTIONS: 3 per 2 rounds

AC: 21, +3 (Dodge)

DEFENSIVE: +3 Mystic, +6 Temporal

HIT POINTS: 45

LEVEL: 5

ALIGNMENT: Evil

SKILLS: Melee 1, Prime 5 (Strength, Dexterity, Constitution, Wisdom, Charisma), Profession 1 (Cavalry Training), Thespian 1

SUPERNATURAL POWERS: Armor 1 (+8 AC), Attribute 2 (+10 bonus), Keen Senses 2 (Normal despite the lack of a head, Darkvision), Lightning Speed 1

PACKAGES:

Flaming Pumpkin 2 (*Gadget*): Blast 2 (1D8), Potence 1 (Blast, +1D8), Weakness (1 use [-1])

Spectral Rider 4 (*Theme*): Invulnerability 3 (+3 Mystical, +6 Temporal), Might 2 (+1D8), Super-Movement 2 (Ghostly Horse, 60 feet)

SHORTCOMINGS: Fame, Notorious, Watched (Witches Three), Weakness (Double damage from holy items), Weakness (Can only manifest at night), Unlucky

EQUIPMENT: Cavalry Saber (1D8, +3 bonus to attacks and damage, can affect Ethereal targets)

Every good American child has heard the story of the *Legend of Sleepy Hollow* by Washington Irving. The headless Hessian rider and his eternal quest for a replacement head has been told and retold every Halloween for decades since Irving first penned the tale. Ichabod Crane's desperate flight away from the ghostly Revolutionary War cavalryman has chilled the blood of listeners and provided images of flaming pumpkins thrown at his victims. But it's only a tale, a story meant to cause a shudder during a cool Autumn night.

Strange to say, people residing near the town of Tarrytown, New York State have seen a spectral rider matching the description of Irving's headless Horsemen riding through the cobblestone streets near midnight. Not every night, and not at the same time, yet he appears and decapitated victims have been found in his wake. One thing is certain; he seems to emerge from the Sleepy Hollow Cemetery. This is the graveyard that Irving, himself is laid to rest. Indeed, it is from his grave among the worn markers and impressive mausoleums set into the hills. The Hessian poltergeist seems to first manifests in the southern part of the cemetery from the gate behind the church. From there he careens through the stones to the road and begins his ghostly quest.

At first the Galloping Hessian of the Hollow remained in the region of the tale. Yet he has been traveling further and further from the grave, now being seen as far away as the Asbury Methodist Cemetery in Staten Island.

Is it a fake? A villainous member of SuperMankind who has taken on the visage of the rider? Or has evil magicks returned him to the land of the living to seek his head? There's only one way to resolve such a query, and your heroes may be the ones to discover its truth.

The appearance of the headless specter is much as noted in the tale, "huge, misshapen and towering." True to the legend, he is known to ride his horse among the graves after sallying forth each night to find victims. He is ever in charcoal grays, wearing a tattered hessian cavalry uniform from the American War of Independence. His charger is black, with red eyes and his snorting nostrils and clacking hooves have been seen to emit sparks and cinders as if from a raging flame.

HELLCAT MAGGIE

PROPER NAME: Margaret Donaldson

STRENGTH: 13 (+1)

DEXTERITY: 28 (+8)

CONSTITUTION: 15 (+1)

INTELLIGENCE: 13 (+1)

WISDOM: 17 (+2)

CHARISMA: 9 (+0)

INIT: +4

ACTIONS: 2 per round

AC: 14, +8 (Dodge)

DEFENSIVE: none

HIT POINTS: 32

LEVEL: 3

ALIGNMENT: Neutral

SKILLS: Etiquette 1 (Crass), Prime 3 (Dexterity, Intelligence, Wisdom), Roguery 1, Survival 1 (Urban)

SUPERNATURAL POWERS: Attribute 3 (+15 bonus), Lightning Speed 2

PACKAGES:

Catlike Grace 6 (Theme): Keen Senses 3 (+5 Smell, +5 Vision, Night Vision), Might 3 (1D10, claws), Super-Movement 2 (Leaping, 120 feet, no fatigue)

SHORTCOMINGS: Dependent Mundane (Granny J.), Enemy (Mose), Notorious, Poverty, Watched (Eastman Gang), Weakness (Double damage from sonics)

Hellcat Maggie was a notorious gang leader in the New York City of the 1850s and 1860s, fighting usually alongside the Bowery Boys. She was notorious for filing her teeth to points and screeching as she charged into battle. Despite being a slim woman, she was feared by even the toughest gangsters from the East Side to Hell's Kitchen. According to police records she died during the 1864 Draft Riots that plagued New York City. Thus she passed from the world into street legend.

However, just over a year ago a woman matching Hellcat Maggie's description has been seen stalking the Bowery once again. Repeated attempts by both the Five Pointers and Eastman gangs to recruit her have been for naught, and she even scarred several of Monk Eastman's boys. This has angered the gang lord and as a result a price is on her head, whoever she is. She seems to truly hate Mose, another legendary crime figure of the middle of the century who has returned to Gotham's streets; a dislike the huge man shares, though they have not crossed paths as of yet.

Hellcat Maggie is a tall woman apparently in her mid-twenties. Striking rather than pretty, her lean features are only accented by her ferocious smile and unwillingness to be a "proper" woman. She wears brass nails attached to her hands in some cunning manner, and she uses them as claws in combat.

MOSE OF THE BOWERY BOYS

PROPER NAME: Unknown

STRENGTH: 23 (+5)

DEXTERITY: 16 (+2)

CONSTITUTION: 20 (+4)

INTELLIGENCE: 10 (+0)

WISDOM: 13 (+1)

CHARISMA: 11 (+0)

INIT: +0

ACTIONS: 1 per round

AC: 10, +1 (Dodge)

DEFENSIVE: +3 Attribute, +3 Knockback, +3 Temporal

HIT POINTS: 50

LEVEL: 4

ALIGNMENT: Evil

SKILLS: Melee 1, Missiles 1, Prime 3 (Strength, Constitution, Charisma), Roguery 1

SUPERNATURAL POWERS: Attribute 1 (+5 bonus), Blast 1 (1D6, breath), Gigantism 1 (always on), Invulnerability 2 (+3 Attribute, +3 Temporal), Potence 1 (Blast, +1D6), Super-Movement 3 (Jumping, 180 feet)

PACKAGES:

SHORTCOMINGS: Enemy (Hellcat Maggie), Fame, Notorious, Sidekick (Sixie), Weakness (Double damage from mystic attacks)

According to the legends of New York's gangs, woe and desolation came upon the gangs of the Five Points when the great Mose leaped into their midst and began to kick and stomp; they fled in despair and hid themselves in the innermost depths of the rookeries of Paradise Square. From this legendary first encounter, Mose became the patron saint of the criminal element of New York City. The strength of the gigantic Mose was as the strength of ten men. Other Bowery Boys went into battle carrying brickbats and the ordinary stave of the time, but Mose, when accoutered for the fray, bore in one hand a great paving stone and in the other a hickory or oak wagon tongue. This was his bludgeon, and when it was lost in the heat of battle he simply uprooted an iron lamp-post and laid about him with great zeal. Instead of the knife affected by his followers, he pinned his faith on a butcher's cleaver. Once, while in a gang fight with the Dead Rabbits, the great Mose wrenched an oak tree out of the earth and, holding it by the upper branches, employed it as a flail, smiting the Dead Rabbits even as Samson smote the Philistines. Stories like this are rife in the Bowery and Hell's Kitchen; anywhere gangsters frequent. Alas, Mose is one of those legends like Paul Bunyan or Pecos Bill; known by all but no record of anyone ever meeting him can be found. That is, until three years ago.

Out of the blue a huge man matching the appearance of the great Mose appeared during a riot in the Bowery and helped the Bowery Boys drive off a strongarm squad of at least two dozen coppers. He has wandered Manhattan's seedier sections ever since, causing mayhem and trouble for the forces of the Law wherever he goes.

Mose was at least eight feet tall, muscular, and his colossal bulk was crowned by a great shock of flaming red hair, on which he wore a beaver hat measuring more than two feet

from crown to brim. His hands were as large as entire ham hocks, and the feet of the great captain were so large that he couldn't wear commercially available boots; he wore specially constructed footgear, the soles of which were copper plates studded with nails an inch long.

SOUTHERN BELLE

PROPER NAME: Charity Watkins

STRENGTH: 10 (+0)

DEXTERITY: 18 (+3)

CONSTITUTION: 25 (+6)

INTELLIGENCE: 12 (+0)

WISDOM: 25 (+6)

CHARISMA: 16 (+2)

INIT: +0

ACTIONS: 1 per round

AC: 10, +3 (Dodge), +5 (Force Screen – Temporal)

DEFENSIVE: +6 Mystic

HIT POINTS: 52

LEVEL: 1

ALIGNMENT: Neutral

SKILLS: Etiquette 1 (Polite), Prime 1 (Intelligence)

SUPERNATURAL POWERS: Attribute 2 (+10 bonus), Invulnerability 2 (+6 Mystic), Super-Movement 1 (Flight, 30 ft.), Telepathy 1

PACKAGES:

Psychics 3 (Theme): Blast 1 (1D6), Force Screen 1, Psycho-kinesis 3

SHORTCOMINGS: Enemy (Minutemen), Phobia (Hates Superheroines), Secret Identity, Unlucky, Weakness (Telepathy limited to detection of 1D12 sentient minds), Weakness (Double damage from magick)

Charity Edith Anne Watkins was born in 1861 in Tennessee, the daughter of a Civil War veteran of the Confederacy. She grew up poor, but was constantly regaled with her father's story of the "Lost Cause" and the unfair punishment (to a former CSA soldier anyway) that the infernal Yankees imposed on a prostrate south. She burned with rage at the indignity of the land of moonlight and magnolias being under the heel of greedy dishonorable Northerners and their carpetbaggers. As a woman, she was told there was little she could do other than marry a good southern boy and raise her children to be patriotic Confederates. With the 1880s being her time of majority, she probably would have done just that, and made her family proud.

Then she discovered something interesting. With a bit of concentration, she could lift things with the power of magic! At least, that is what the carnival gypsy fortune teller told her was the case. She later discovered that it was something scientists called "Psychic Phenomena", but whatever it was Charity could use it to strike back at her family's enemies. Eventually she learned to read minds, to project nervous energy into a brain that caused pain and unconsciousness to her victims, and even hypnotism wasn't beyond her abilities.

When the Minutemen of New York emerged as the SuperMankind, she vowed to take herself to the capitol of Yankeedom and strike them down in front of everyone; to show that Southern honor was worth ten Yankee hirelings in funny clothes! This didn't

work as well as she'd hoped, and Charity ended up in Blackwell Island's prison for women. The guards jeered at her, calling her a "Southern Belle" until she crushed their minds and escaped.

Still, she decided to keep the name the prison guards gave her. Though they meant the term ironically, she would show that the Southern Belle would use her power to revive the Confederate cause!

Southern Belle wore a full hoop skirt and ensemble, in white to offset her blonde hair. As this wasn't the best for combat, she has recently moved to a white liberty gown with a faux hoop skirt that she wears over the gown and can remove easily for fighting.

STAR SPANGLED BANNERETTE

PROPER NAME: Janet Hamilton

STRENGTH: 10 (+0)

DEXTERITY: 20 (+4)

CONSTITUTION: 19 (+3)

INTELLIGENCE: 15 (+1)

WISDOM: 16 (+2)

CHARISMA: 14 (+1)

INIT: +4

ACTIONS: 3 every 2 rounds

AC: 14 normal, +4 (Dodge), +10 (Force Screen – Temporal)

DEFENSIVE: None

HIT POINTS: 38

LEVEL: 1

ALIGNMENT: Good (Minutemen)

VICTORY POINTS: 0

SKILLS: Etiquette 1 (Polite), History/Legend 1 (New York City), Prime 1 (Constitution), Wealthy 1

SUPERNATURAL POWERS: Attribute 2 (+10 bonus)

PACKAGES:

Shooting Stars 4 (Theme): Blast 1 (1D6), Force Screen 2, Lightning Speed 2, Potence 1 (Blast, +1D6), Super-Movement 2 (Running, 90 feet)

SHORTCOMINGS: Dependent Mundane (Father), Enemy (The Machine), Notorious (Woman crimefighter), Secret Identity, Weakness (Double damage from darkness powers)

Janet Hamilton was a young debutante of New York City when the strange emanations of the "Golden Dawn" emerged across the Atlantic world. Her parents thought nothing of the strange events, and instead prepared her for her upcoming season in society. Janet didn't look forward to her season, since it felt far more like she was being auctioned off to the bachelor with the highest income and bluest blood...but she resigned herself to her fate. It's not like she had a choice, now did she?

Then it all changed. One night as she was standing on the balcony of her family's 5th street mansion, she saw the nighttime stars (or what she could see of them through the coal soot of the city) seem to grow larger in the sky. With a start, she realized they weren't getting larger, they were getting closer! Before she could react, their brilliance seemed to fill her vision, and she passed out.

The family butler found her on the balcony and assumed she'd passed out from too much air. Her family was always warning her to avoid excessive activity or outside air as that can cause illness and this seemed to justify their caution. She awoke in her bedroom, and went on as if nothing had happened. She even began to believe it herself. Nothing seemed out of sorts, and all is well with the world.

She was at the family's retreat on Rhode Island when she discovered that she'd been changed. While skipping rocks on the small decorative pond in the garden, she found herself emitting glowing stars from her hand, smashing the fountain and its statuary! She escaped to her room before the damage was noticed, and her family blamed it on Socialists. She began to experiment with her abilities, and discovered her lightning-quick reflexes, her protective nimbus of sparkling stars, and even an ability to run at vast speeds with no tiring at all.

Deciding she now had a destiny other than to decorate some well-bred scion of one of New York's 300 families, she donned her costume as the Star Spangled Bannerette and determined to use her powers for the common good!

THE MACHINE

PROPER NAME: Dr. Charles Grey

STRENGTH: 22 (+5)

DEXTERITY: 17 (+2)

CONSTITUTION: 22 (+5)

INTELLIGENCE: 18 (+3)

WISDOM: 21 (+4)

CHARISMA: 5 (-2)

INIT: +0

ACTIONS: 1 per round

AC: 10, +2 Dodge

DEFENSIVE: +3 Suppression, +6 Temporal

HIT POINTS: 74

LEVEL: 7

ALIGNMENT: Evil

SKILLS: History/Legend 1 (Science history), Linguist 2 (German, Spanish), Prime 3 (Dexterity, Constitution, Intelligence), Science 3 (Electronics, Physics, Thermodynamics), Target 1

SUPERNATURAL POWERS: Attribute 4 (+20 bonus)

PACKAGES:

Machine Body 6 (*Battlesuit*): Blast 2 (1D8, affects Ethereal), Climate Resistance 5, Entrap 3 (Strength, cables), Invulnerability 3 (+3 Suppression, +6 Temporal), Keen Senses 3 (+5 Vision, X-Ray Vision, 360-degree Vision), Potence 1 (Blast, +1D8), Super-Movement 3 (Flight, 90 feet), Suppression 3 (Electronics)

SHORTCOMINGS: Enemy 2 (Most SuperMankind on sight), Inhuman, Odd Appearance (Automaton), Phobia (Megalomaniac), Weakness (Double damage from magnetics), Unlucky

Doctor Charles Gray was a moderately successful scientist in Chicago who specialized in electrical theory. While nowhere as famous as Edison or Tesla, he was brilliant enough to be recruited for a special job. He was paid a considerable salary and sequestered in a special laboratory complex set up by a secretive organization to research the possibilities of automatons and electricity.

While working on his "Electro Man" automaton, he was caught within a massive electrical arc that leaped from the dynamo generator to the automaton, and he was killed. At least, his body was ashes. His mind however seemed to be lodged into the automaton he was building! Terrified at what happened, and uncertain what his employers would do with him, Gray broke out of the facility and fled into the wilderness.

Years later, the automaton, or something that looked similar, returned to Chicago. This creature, calling itself The Machine, robbed scientific laboratories and industrial plants, to build his army of automatons to take over the Earth. The Machine considers himself as a mechanism with no attachment to Dr. Gray. Indeed, he claims to be a completely separate entity from the scientist and will become enraged if anyone insists he is in fact Charles Gray.

The Machine is a brass and steel automaton, appearing as a fully articulated armored figure with a sphere-like head with one eye and a grille for a mouth. Despite insisting on machine efficiency, his body has brass edging and occasional etched designs to improve the body's aesthetics.

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APPENDIX I:

CALLING IN THE CAVALRY

AN OPTIONAL RULE FOR THE VICTORIOUS RPG

We all know that it always happens. It occurs in every sort of crisis, to the point where it's a trope of the Superhero Genre. The XYZ-Men face off against the alien Bandersnatch as they attempt to take over the Earth. In fiction, the heroes fight against overwhelming odds to prevail against evil.

Then there are RPG games, where any player with half a brain decides to start contacting every hero or heroine they know to help fight the aliens. So, instead of 6 XYZ-men fighting the world conquerors you now have 26 heroes and heroines, of which 20 are NPCs. The planned adventure the Genteel Magistrate had on hand now is either a cakewalk for the heroes or they must modify the adventure quickly in order to provide a challenge to the now-huge group of SuperMankind. Not to mention, the GM has to handle the hit points and statistics for those 20 NPCs as well as the invaders. The shortcoming "Prior Engagement" can help with this, but even still it's just too easy to gather the legion of SuperMankind to battle any world-beater you care to name! The following is submitted as a possible solution to the problem in the Victorious RPG, though it should work in any Siege Engine system.

First, you determine the most charismatic of the player characters in the group and have them give you their Charisma attribute bonus. For an example, let's take the character Angel. Her Charisma attribute bonus is +2 (Charisma 17). We then take her level and add it to the Charisma bonus, making that +6.

Angel's player then chooses 6 NPCs that she wants to try and recruit. She makes a list of six heroes or heroines, and then rolls her Charisma check with the NPC's level being the Challenge Level. If she succeeds then unless they have the Prior Engagement shortcoming then they are recruited to the cause of angelic goodness. If she fails her Charisma check, then the NPC is otherwise detained.

If the NPC in question does have the Prior Engagement shortcoming, then the Genteel Magistrate should roll for that effect as well. If the roll fails, even if the Charisma check succeeded, that NPC is too busy to assist Angel in her hour of need. If the roll succeeds, then that character is part of the "cavalry" Angel is calling in to defeat villainy. She can't call in more than 6, so she goes down the list and if anyone is busy due to the Prior Engagement shortcoming she can choose another hero to contact. The failed attempts to bring allies into battle simply mean they are off in the Land of Savages or the Dark Side of the Moon and can't help.

For a Grim chronicle or for any GM wishing to limit the assistance of NPCs even more, the level could be left out and only the Charisma attribute bonus rank as the number of allies that can be drawn into the adventure. Another method is to require the player to choose the number of heroes as noted above, but if a Prior Engagement roll is failed, it means that one of the SuperMankind is otherwise engaged then the player can't choose another and simply now has one hero less to recruit. Conversely, the GM cannot require the Charisma check and allow recruiting automatically to the attribute bonus/skill level as desired. Note that the GM can allow the use of Victory points to add any heroes to their list; using the VP to insure that the Prior Engagement roll automatically succeeds and the NPC is automatically available.

Please note that only one of the players at the table can use their character's Charisma bonus to call on allies. Your author suggests that it be the most charismatic of the PCs, but there is no requirement for this. Just so long as only one player character is allowed to make the call.

This is a detailed historical map of New York City, showing the city grid, parks, and the Hudson River. The map includes labels for various landmarks such as Central Park, the Hudson River, and the New York City Hall. A legend in the bottom right corner identifies symbols for public buildings, parks, and other features.

REFERENCE TO PUBLIC BUILDINGS:

1. Columbia College.	44. Temple Emanu- el.
2. St. Luke's Hospital.	45. Division of Savings.
3. Lenox Hill Hospital.	46. Collis Baker Peck Museum.
4. Lenox Hill Hospital.	47. Cathedral of St. Patrick.
5. Roosevelt Hospital.	48. Fifth Ave. Depot.
6. Grand Central Depot.	

REFERENCE TO PUBLIC BUILDINGS.

21. Columbia College.	44. Temple Emanuel.
22. St. Luke's Hospital.	45. Divine Providence.
23. Lenox Hill Y.	46. Collegiate Church.
24. Lenox Hosp.	47. Cathedral of St. Patrick.
25. Normal Coll.	48. Fifth Ave. (Presbyterian).
26. Roosevelt Hospital.	
27. Grand Central Depot.	

VICTORIOUS

FROM SEA TO SHINING SEA, THE AMERICAN REPUBLIC STANDS
PARAMOUNT DESPITE UNHEALED WOUNDS OF THE CIVIL WAR, THE
BATTLES WITH THE REMAINING INDIAN TRIBES, AND SEGREGATION
THAT STILL MARS THE NATION. THIS BOOK DETAILS THE UNITED
STATES OF THE 1880s AND 1890s, GIVING DETAILS BOTH
HISTORICAL AND FANTASTICAL FOR HEROES AND HEROINES WHO
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