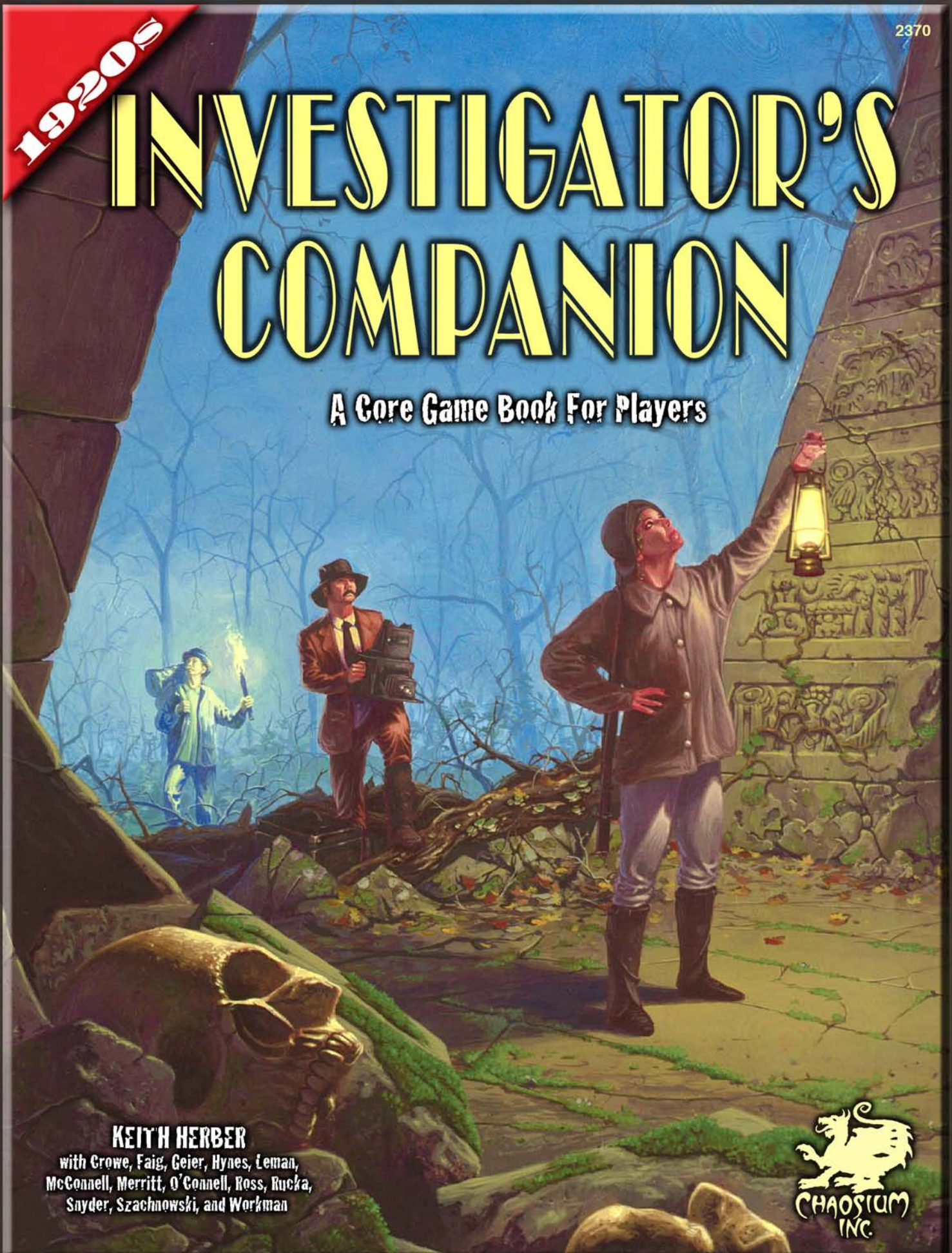


1920s

INVESTIGATOR'S COMPANION

A Core Game Book For Players



KEITH HERBER

with Crowe, Faig, Geier, Hynes, Leman,
McConnell, Merritt, O'Connell, Ross, Rucka,
Snyder, Szachnowski, and Workman





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**Investigator's
Companion**
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H.P. Lovecraft
1890-1937

The 1920s
**Investigator's
Companion**
A Core Game Book for Players

by Keith Herber

with John Crowe, Kenneth Faig Jr., Justin Hynes, Andrew Leman,
Paul McConnell, Anne Merritt, Gary O'Connell, Kevin Ross,
Gregory Rucka, Lucya Szachnowski, and William A. Workman

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Clear Credit

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In the main this book is the work of Keith Herber, who also edited the original edition. Other contributors include: John Crowe, for much of the material regarding automobiles, aircraft, and firearms; Kenneth Faig, Jr., for valuable information about public records; Justin Hynes, for notes on additional newspapers and press agencies; Andrew

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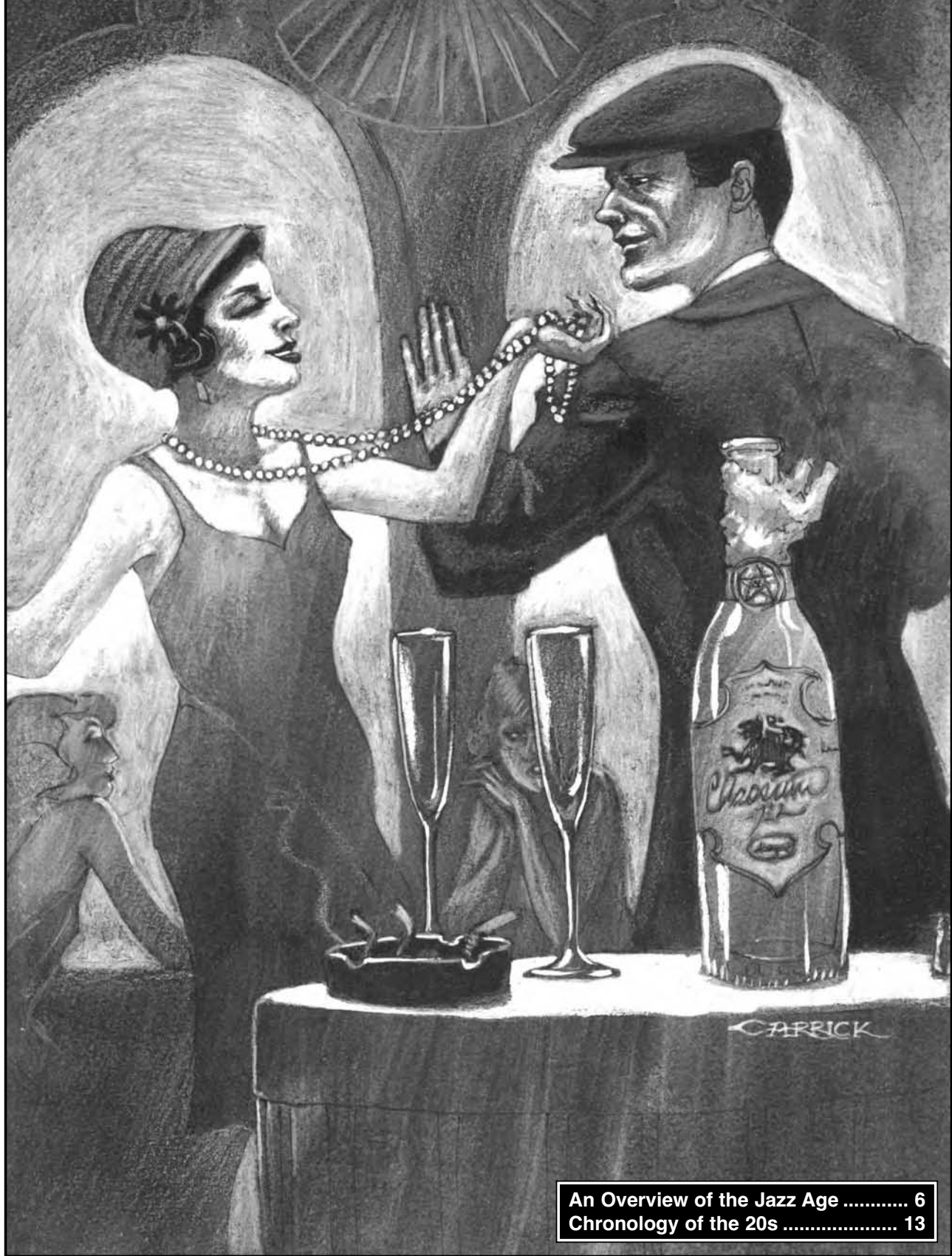
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The Roaring Twenties



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AN OVERVIEW OF THE JAZZ AGE

The Roaring Twenties at a glance.

A Time of Prosperity, Social Unrest, Prohibition and Gangsterism, Popular Diversions, and the 1920s Wardrobe.

Some call it the Jazz Age, others the Plastics Age, a time of “flaming youth” dubbed “the lost generation” by Gertrude Stein. F. Scott Fitzgerald wrote of *Great Gatsby*, Henry Ford fulfilled his dream of a working man’s automobile, Josephine Baker shocked audiences on two sides of the Atlantic, the Marx Brothers and Mae West wowed them on Broadway, and rum-running gangsters and bootleggers like Al Capone and Dutch Schultz shot it out with J. Edgar Hoover and Eliot Ness. President Warren G. Harding’s “normalcy” gave way to “Coolidge prosperity,” the stock market climbed, and everyone dreamed of becoming a millionaire.

Women’s suffrage was gained in 1920, but the symbol of the times was the “flapper,” a young woman who seemed more interested in personal freedom than political activism. A shock to pre-war morals, flappers discarded brassieres and corsets in favor of lightweight dresses, bobbed hair, rolled-down stockings, and cigarettes. Sometimes called a “jazz baby,” the flapper was a symbol of the era—the party girl who wore lipstick and rouge, and rode in a rumble seat sharing a hip flask—a “sheba” to her boyfriend’s “sheik.”

Black and white America found some common ground with the latter’s discovery of the Cotton Club in New York’s Harlem; Louis Armstrong and Bessie Smith become actual recording stars. The tango craze of the ‘teens gave way to such dances as the Charleston, the Shimmy, and the Black Bottom, all, along with flappers in general, condemned by conservative elements of society. Fads like Mah-Jong flourished briefly, only to give way to Crossword puzzles, or flagpole sitting, or dance marathons. Ex-military and mail pilots toured the country stunting in Jennys, selling rides in their open cockpit flying machines to nervous first-time aeronauts. Hollywood began cranking out films by the hundreds, making stars of Buster Keaton, Lillian Gish, Douglas Fairbanks, Charlie Chaplin, and Clara Bow.

The rise of the automobile brought an unprecedented freedom to a young America. With over twenty-three million vehicles registered by the end of the decade, the U.S. government embarked upon the greatest highway building program in history, criss-crossing the continent with a network of poured concrete roads. And, the booming growth of radio ushers in a new era of communication—and mass media.

Dial telephones are all the rage, eliminating the need to contact an operator. New electric appliances appear everyday including washing machines, toasters, curling irons and corn poppers—even blow dryers for the hair. Houses are



not yet wired for outlets. Most appliances have screw-in plugs that fit the standard light-bulb socket, but this is changing fast and new electric “refrigerators” are fast replacing the venerable ice box.

There are a couple economic depressions, one in 1921, and a smaller one in 1924, but in general it is, for America, a decade of unprecedented growth and prosperity.

A Time of Prosperity

While the postwar years take a heavy toll in Europe, the United States emerges the healthiest and strongest nation in the world. Nearly untouched by the ravages of the War, it has benefited greatly by wartime mobilization of industry and government-regulated growth and expansion. New York City is now the financial capital of the world, its Stock Exchange the heart of American investment. In 1920 a seat on the Exchange sells for \$60,000. By 1929 the price has soared to a half-million dollars or more. Millionaires abound, names like Mellon, Rockefeller, and DuPont are known round the world, and men like Henry Ford are living proof that—with a little effort—even the commonest man can rise to great heights. By the end of the decade it seems that everybody has an investment, from housewife to chauffeur.

Real Estate speculation reached a new peak in 1925 with the Florida land boom. Recently subdivided lots doubled, tripled, and quintupled in value in a matter of months while flocks of northerners, driving their automobiles down the

Dixie Highway, descended on the sleepy state hoping to purchase the retirement home of their dreams. Miami grows from a sleepy village of 5,741 in 1910 to a bustling city of nearly 160,000 by the end of the decade. The buying mania probably reached its peak when one developer hired famed New England orator William Jennings Bryan to sit on a raft in a Florida lagoon and publicly extol the virtues of the Florida climate. The dream started to unravel in early 1926 when the whole scheme of non-binding purchases began to crumble. Investors who had cursed themselves for once selling a lot for \$12 only to watch the price rise to a \$100 or more, were shocked to find the same property suddenly reverted back to them through a whole chain of speculators who had purchased on non-binding agreements. Not only did this investor never receive his original \$12, he often found he sometimes owed tax bills and other charges made against the now nearly worthless property. Florida's "Gold Coast" was hit by a killer hurricane in late 1926, putting the final nail in the coffin of Florida's land boom.

But, growth and development were happening everywhere and the city skyscraper became a symbol of the times. A truly American architectural form, the low city skylines of the early century gave way to the spires and towers of capitalism rising everywhere from New York, to Detroit, to Chicago, while architects, investors, and even city fathers vied for the honor of building the tallest structure. It reached a peak when ground was broken for New York City's Empire State Building. Soaring 102 stories and 1250 feet into the air, it is for decades unchallenged as the tallest building in the world, and the symbol of an era. Before its doors are opened in 1931 people are already selling apples in the street.

Social Unrest

Not everyone believed in the dream and many felt shut out of the game—or disagreed with it. Factory and foundry workers, coal miners and street car operators, police and telephone operators, all at one time or another found wages inadequate in the face of rising inflation. Industrialists and owners conspired to keep wages down, and unions appeared among the ranks. The International Workers of the World—the "Wobblies"—called for "One Big Union." But to the minds of many, unions were associated with anarchists, socialists, and foreign influence-peddlers. In Russia the new bolshevik leaders have called for a "world revolution of workers," and to many people labor unions equate with Communists and violent, revolutionary overthrow of the government. In response, Attorney General A. Mitchell Palmer, the "Fighting Quaker," orders raids on the headquarters of various socialist and communist organizations, arresting their ringleaders and deporting many to Russia.

The early decade sees numerous strikes, mob violence, and even murder. Anarchists send bombs through the U.S. mails and Mayday paraders are viciously attacked in the streets by gangs of "patriots." In 1920 foreign-born Sacco and Vanzetti are arrested for the robbery of an armored car

and the murder of the guards. After lengthy trials and appeals, and much national and international publicity and protest, the pair are finally executed on August 22, 1927.

THE KU KLUX KLAN

Intolerance is everywhere on the rise. The Ku Klux Klan reemerged on the American scene in 1915, inspired by D.W. Griffith's classic film *Birth of a Nation*. Small at first, in 1920 the KKK hits on the idea of selling memberships, a portion of the fee being kicked back to the salesman and those above him in a classic "pyramid scheme." By 1924 the Klan's numbers are estimated at 4,500,000 and public marches are held in Washington D.C. and other cities. Garbed in white robes, their identities hidden by tall, peaked hats, the Klan vilifies blacks, Jews, and Catholics, and are accused of a number of violent assaults and murders.



Songs of the 20s

- 1920: "I'll Be With You in Apple Blossom Time," Jerome Kern's "Look for the Silver Lining," "When My Baby Smiles at Me."
- 1921: "Sheik of Araby," "I'm Just Wild About Harry," "Ain't We Got Fun."
- 1922: "Chicago (That Toddlin' Town)," "Toot, Toot, Tootsie Goodbye," "Way Down Yonder in New Orleans," "I Wish I Could Shimmy Like Sister Kate," "Carolina in the Morning."
- 1923: "Yes! We Have No Bananas!," "Who's Sorry Now?," "That Old Gang of Mine," Bessie Smith records "Down Hearted Blues."
- 1924: "Indian Love Call," Gershwin's "Fascinatin' Rhythm," "It Had To Be You," "Tea for Two," "California Here I Come."
- 1925: "I'm Sittin' On Top of the World," "Alabama Bound," "If You Knew Susie Like I Know Susie," "Sweet Georgia Brown," "Yes Sir, That's My Baby," Fats Waller's "Squeeze Me."
- 1926: "Are You Lonesome Tonight," "Bye, Bye, Blackbird," "When the Red, Red Robin Comes Bob, Bob, Bobbin' Along," "Tip Toe Through the Tulips."
- 1927: "Lucky Lindy," "My Blue Heaven," "Swonderful," "Side by Side," "Ain't She Sweet," "Me and My Shadow."
- 1928: "I Can't Give You Anything But Love," "You're the Cream in My Coffee," "Makin' Whoopee." "I Wanna Be Loved by You" eventually gives birth to the Betty Boop character.
- 1929: "Puttin' On the Ritz," "Ain't Misbehavin'," "Star Dust," "Singin' in the Rain," "With a Song in My Heart," "Those Wedding Bells are Breaking Up that Old Gang of Mine."
- 1930: "I Got Rhythm," "Embraceable You," "Sunny Side of the Street."



Prohibition and Gangsterism

It was also a time when, in an unprecedented move, the country went “dry.” Using a war-time statute, the drinking of alcohol was prohibited by the 18th amendment to the Constitution—the first ever to restrict a freedom. Although referendums in such places as Chicago showed the ban opposed by as many as three to one, Congress offered little opposition when the measure was introduced. Before long the amendment had been ratified by two-thirds of the states. The Volstead act, imposed in the summer of 1919, put teeth in Prohibition, allowing for the arrest and prosecution of those who violated the law.

But Prohibition had little effect on the great many people who wished to continue drinking. The U.S.’s thousands of miles of international borders are impossible to guard and liquor flowed in from Canada, the Caribbean, and Mexico, while small “alky cookers” and illegal stills fired up all over the country. Most big cities, particularly in the north and east, did little to check the flow of illegal alcohol—most of the members of government and police preferring to either ignore, or actively participate in the unlawful production and distribution. Speakeasies, supposedly secret places where

patrons could drink, were more often quite well-known. The most famous in New York was undoubtedly “Jack and Charlie’s” at 21 W. 52nd Street, known then and now as “21.” In 1925, *Variety*, an entertainment magazine, estimates that Harlem alone has eleven high-class, white-trade night clubs, and at least five hundred lesser, low-down speakeasies.

Supplying illegal alcohol to a thirsty citizenry was big business and the 1920s saw the rise of gangsterism in America. Previously little more than hoods and muggers running small, local protection rackets, the burgeoning black market in alcohol provided the opportunity for huge profits. Using their ill-gotten gains to buy protection from police and judges, rum-running was estimated to be a two billion dollar a year industry employing some half-million workers. Competition was fierce, and gangland killings spread across the nation from city to city, various small time hoods fighting for control of local business. In New York, Dutch Schultz and Legs Diamond war with Myer Lansky and Lucky Luciano, while the Purple Gang runs Detroit, and Cleveland, Philadelphia, Boston, and Baltimore all come under control of well-financed and increasingly organized gangsters. But, it is in Chicago where the problem is most evident.



Films of the 20s

1919: Theda Bara, the “Vamp,” stars in *Salome*. D.W. Griffith directs *Broken Blossoms*.

1920: Lon Chaney stars in *The Penalty*, Lillian Gish in *Orphans of the Storm*, John Barrymore in *Dr. Jekyll and Mr. Hyde*, Mary Pickford in *Pollyanna*, and Douglas Fairbanks (Sr.) in *The Mark of Zorro*. United Artists film company is formed by Charlie Chaplin, Mary Pickford, Doug Fairbanks, and legendary producer and director D.W. Griffith.

1921: Rudolph Valentino becomes an overnight sensation with *The Sheik* and *The Four Horsemen of the Apocalypse*. Mack Sennett makes *A Small Town Idol*, Charlie Chaplin stars in *The Kid*, Douglas Fairbanks in *The Three Musketeers*.

1922: Henry Hull and Carol Dempster co star in *One Exciting Night*, Douglas Fairbanks in *Robin Hood*, and F.W. Murnau directs *Nosferatu* in Germany. *Nanook of the North* by American explorer Robert Flaherty defines the film documentary.

1923: Lon Chaney stars in *The Hunchback of Notre Dame*, Cecil B. DeMille produces *The Ten Commandments*, William S. Hart stars in *Wild Bill Hickok*, comedian Harold Lloyd wows them in *Safety Last*, comedy director Mack Sennett produces the spoof, *The Shriek of Araby*.

1924: Harold Lloyd in *Girl Shy*, Buster Keaton in *The Navigator*, Douglas Fairbanks in *The Thief of Baghdad*, John Ford directs *The Iron Horse*.

1925: Lon Chaney stars in *The Phantom of the Opera*, William S. Hart in *Tumbleweeds*, Harold Lloyd in *The Freshman*, Adolphe Menjou in *The Sorrows of Satan*, Buster Keaton in *Seven Chances*, Charlie Chaplin in *The*

Gold Rush, and Willis O’Brien brings prehistoric creatures to life in *The Lost World*.

1926: Joan Crawford debuts in *Pretty Ladies*, Greta Garbo stars in *The Torrent*, Fritz Lang directs the classic *Metropolis*, John Barrymore stars in first non musical talkie, *Don Juan*, Buster Keaton in *The General*, *Francis X.* Bushman stars in *Ben Hur*. Valentino’s funeral touches off a mob hysteria in Manhattan that leaves the funeral parlor looted by souvenir seekers.

1927: Lon Chaney in London *After Midnight*, Cecil B. DeMille produces *King of Kings*, Great Garbo in *Flesh and the Devil* and, with John Gilbert, in *Love*, Al Jolson stars in the first full length talking picture *The Jazz Singer*, William Fox introduces Movietone Newsreels, and Clara Bow becomes the “It” girl the quintessential flapper when she stars in *It*.

1928: Joan Crawford stars in *Our Dancing Daughters*, Charlie Chaplin in *The Circus*, Victor McGlaglen in *A Girl in Every Port*, Mickey Mouse in *Steamboat Willie*, Clara Bow in *Red Hair*, *Three Weekends*, and *The Fleet’s In*, Howard Hughes produces *Two Arabian Nights*.

1929: Gary Cooper stars in *The Virginian*, Greta Garbo in *Wild Orchids*, The Marx Brothers in *The Cocoanuts*, Ronald Coleman in *Bulldog Drummond*, Douglas Fairbanks in *The Man in the Iron Mask*, Lionel Barrymore in *Mysterious Island*, and Alfred Hitchcock directs *Blackmail*.

1930: Greta Garbo stars in Eugene O’Neill’s *Anna Christie*, the Marx Brothers in *Animal Crackers*, Josef Sternberg directs Marlene Dietrich in *The Blue Angel*, Howard Hughes produces *Hell’s Angels*, Walter Huston plays *Abraham Lincoln* while John Barrymore portrays Ahab in *Moby Dick*.

AL CAPONE

Alphonse Capone arrived in Chicago in 1920. Formerly a thug with New York City's vicious Five Points gang, Capone was invited to Chicago by his old friend Johnny Torrio. Capone proves a worthy lieutenant, forming an alliance with the Sicilian Genna brothers, and working out a truce with the North Side gang led by Irishman Dion O'Banion. The truce proves a shaky one, and in 1925 O'Banion is assassinated in his flower shop by unknown gunmen. War soon breaks out as Hymie Weiss, taking over for O'Banion, attacks Johnny Torrio in front of his home, almost killing him. Three of the six Genna brothers meet death within the next few months before Weiss is finally gunned down in the streets. Capone, following the retirement of a suddenly fearful Torrio, takes over. The gang wars reach a peak on St. Valentine's Day, 1929, when eight members of the North Side gang, now led by George "Bugs" Moran, are lined up against a garage wall and executed.

Public affection for gangsters wanes as the wars escalate and innocent citizens are more and more often caught in the cross-fire. Near the end of the decade the federal government takes steps to shut down the mobs, sending men like Eliot Ness to clean up places like Chicago. Prohibition is finally repealed in 1933, but not before organized crime has gotten a solid foothold that is never lost.

GOVERNMENT CORRUPTION

Government corruption was rampant as well. The untimely death of President Warren G. Harding in 1923 (sometimes rumored to have been the result of poison administered by his jealous wife) led to the discovery of a nest of embezzlement and trust violations that was to become known as the Teapot Dome Scandal. Diligent investigators also turn up irregularities in the Veteran's Bureau, the Alien Property Custody Department, and discover dozens of graft schemes related to Prohibition. Various investigations, hearings, and trials continue throughout the decade.

Popular Diversions

When not reading of the exploits of gangsters and corrupt politicians in the tabloids or learning of Clarence Darrow's efforts to defend evolution in Tennessee, people indulge in the exploits and excesses of their favorite movie stars, chronicled in *Variety* and *True Screen*. Movies are enormously successful, particularly after "talkies" become popular in 1927. The lives of film celebrities are followed in minute detail by fans everywhere. Spurred by the Hollywood industry, thousands flock to California and the population of Los Angeles soars from 319,000 in 1910, to over a 1,336,000 by the end of the 20s.

The home phonograph grows in popularity. Still driven by hand-cranked springs, high-quality models boasting superior reproduction cost \$150 and more. Sales of records reach the millions by the middle of the decade, honor and fame being heaped on the songwriters rather than the performers. Then, as radio gains in popularity, record sales take a drastic plunge.



Sports of the 20s

Baseball: Judge Kenesaw Mountain Landis is named the first Commissioner of Baseball (1920) in the wake of the infamous World Series betting scandal. The undisputed star of the decade is Babe Ruth, whose salary at one time exceeds that of the President of the United States (Ruth "had a better year"). Other favorites are Ty Cobb, Rogers Hornsby, Branch Rickey, George Sisler, and Grover Cleveland Alexander. Baseball also features such colorful managers as John McGraw of the N.Y. Giants and Connie Mack of the Philadelphia Athletics.

Basketball: Familiar teams exist like the Boston Celtics and New York Knickerbockers, but few remember the Cleveland Rosenblums. Joseph Lapchick, a center, is the biggest star. In the twenties, the baskets still have bottoms in them.

Boxing: Professional boxing grows in popularity and legitimacy. Jack Dempsey rules as Heavyweight Champ for the first part of the decade, but loses the title to Gene Tunney in 1926. In 1927 American sportswriter Paul Gallico organizes the first amateur Golden Gloves contest.

Football: College football is more closely followed than the pro game but that changes when college star Red Grange drops out of school in his senior year to play with first the Chicago Bears and then the New York Giants. Well known college coaches include Notre Dame's Knute Rockne, Pop Warner who in 1924 leaves the University of Pennsylvania to coach at California's Stanford University, and John Heisman of Pennsylvania and Rice.

Golf: Walter Hagen, Gene Sarazen, and Chick Evans are the best known professional golfers of the decade, but rising youngster Bobby Jones poses a threat.

Polo: Ex flying ace Tommy Hitchcock, Jr., dominates the polo fields and is widely considered the best player of all time.

Tennis: The most popular tennis celebrity is Bill Tilden but the Frenchmen Jacques Brugnon captures the Davis Cup from 1927 to 1932.

SPORTS

Sporting events take on a new popularity and stadiums capable of holding fifty to seventy thousand people and more are routinely built. Babe Ruth stuns baseball when he hits 59 home runs in 1921 and 60 in 1927. Footballer Red Grange quits college to turn professional and before the end of the year is invited to the White House to meet the president. Jack Dempsey is the best-known heavyweight of the decade and it is estimated that forty million people listen to the radio broadcast of his unsuccessful bid to regain the title from Tunney in 1927. When he lost the crown on a disputed count, five radio listeners were reported to have died of heart attacks. Golf is a sport both followed and played by millions, and tennis courts—and tennis fashions—spring up all over the country.

THE AUTOMOBILE

Automobile touring is undoubtedly the fastest growing pastime. Henry Ford's affordable automobile and an ever-

growing network of highways have provided a new freedom for the youth of the country. The average American can now load up his automobile and drive off for a week or more at a time, visiting and touring the country at his leisure, and at far less expense than train travel and hotels. An entire highway industry of garages, filling stations, diners, chicken shacks, and auto camps has sprung up to fill the demands of the new generation of motorists, forever changing the face of America. Tents and camping gear are available allowing the motorist to sleep by the road, avoiding the expense of hotels and restaurants. By the end of the decade over fifteen million vehicles a year are visiting various national parks and forests. Centered in Detroit, the booming business in automobiles has given rise to a new breed of millionaires.



Books of the 20s

- 1920:** Agatha Christie publishes her first Hercule Poirot novel *The Mysterious Affair at Styles*, *The Man of the Forest* by Zane Grey, *This Side of Paradise* by F. Scott Fitzgerald.
- 1921:** H.G. Wells's *Outline of History*, *Mainstreet* by Sinclair Lewis, *The Mysterious Rider* by Zane Grey, *The Age of Innocence* by Edith Wharton, *The Sheik* by Edith Hull.
- 1922:** Sinclair Lewis writes *Babbitt*, *Diet and Health* introduces calorie counting and remains a best seller for five years, *The Story of Mankind* by Van Loof, *Showboat* by Edna Ferber, *The Outline of Science* by J. Arthur Thomson, *Ulysses* by James Joyce.
- 1923:** Emile Coué's *Self Mastery Through Conscious Auto Suggestion* prompts a mental health and self improvement fad. *Etiquette: The Blue Book of Social Usage* by Emily Post.
- 1924:** *Call of the Canyon* by Zane Grey.
- 1925:** Sinclair Lewis's *Arrowsmith*, F. Scott Fitzgerald's *The Great Gatsby*, Virginia Woolf's *Mrs. Dalloway*, Theodore Dreiser's *An American Tragedy*, Charlie Chan debuts in Earl Bigger's *House Without a Key*.
- 1926:** Agatha Christie achieves fame with *The Murder of Roger Ackroyd*, Will Durant's *The Story of Philosophy* sells two million copies, Ernest Hemingway writes *The Sun Also Rises*, and Anita Loos *Gentlemen Prefer Blondes*.
- 1927:** Sinclair Lewis publishes *Elmer Gantry*, Virginia Woolf, *To the Lighthouse*.
- 1928:** *Point Counter Point* by Aldous Huxley, D.H. Lawrence's *Lady Chatterley's Lover* is widely banned, *The Bridge of San Luis Rey* by Thornton Wilder goes on to win a Pulitzer.
- 1929:** Herman Hesse's *Steppenwolf* (1927) appears in English translation, Sinclair Lewis's *Dodsworth*, Hemingway's *A Farewell to Arms*, Thomas Wolfe writes *Look Homeward Angel*, Erich Maria Remarque recalls the Great War in *All Quiet on the Western Front*, Henry Faulkner's *The Sound and the Fury*, Dashiell Hammett's *The Dain Curse*, and Robert Ripley's *Believe It, or Not!*

CURRENCY

There are some notable differences in the currency of the 1920s. Paper money is larger, approximately a half-inch longer and wider. Denominations include \$1, \$2, \$5, \$10, \$20, \$50, \$100, \$500, \$1,000, \$5,000, and \$10,000. Many were actual gold and silver certificates, not mere Federal Reserve Notes.

Coinage includes the one-cent copper Lincoln penny, the five-cent buffalo nickel, the silver ten-cent Liberty dime, silver twenty-five cent Liberty quarter, and Liberty half-dollars and "silver dollars." Gold coins in circulation are: the gold quarter-eagle, the half-eagle, eagle, and double-eagle, worth \$2.50, \$5.00, \$10.00, and \$20.00 respectively.

October, 1929

The end came in October, 1929, when the bottom fell out of the stock market. Many predicted a rebound, but were soon proven wrong. Millionaires were wiped out. Some committing suicide rather than face the prospect of an impotent future. Workers were laid off by the millions, and unrest spread among those still employed. Economic depression grips the world and Charles Lindbergh, the "Lone Eagle," everybody's hero, loses his young son to kidnap and murder. It somehow signifies the end of an era.

The 1920s Wardrobe

ALTHOUGH CLOTHING FADS are many, ranging from raccoon coats to bell-bottom pants to flapper's dresses, the majority of Americans dress more conservatively. Business meetings and other professional engagements are no place for "elephant" pants with huge, 30-inch cuffs. Such are for the young, not the professional.

While dramatically more casual than prior times, formalities are still observed. Both sexes wear hats and gloves when leaving the house to shop or attend church. Cloth handkerchiefs are carried, and shirts are starched and ironed. Only laborers and cowhands wear denim jeans. The rules of appropriate dress are known to all well-bred people and as the middle class increases its spending power, it is increasingly difficult to distinguish class simply by clothing.

Men's Styles

The most dramatic change in men's clothing occurred around the turn of the century when the modern business suit was adopted as standard attire for the working professional. A properly dressed man wears a dark suit, white shirt, tie, dark shoes, and socks. Pants are held up with suspenders; the points of shirt collars held down by a pin. Walking sticks are not yet uncommon and a true gentleman always wears a hat



and gloves. Evening attire may be informal: a tuxedo with unstarched shirt and cummerbund or cotton pique vest, or fully formal with tails, starched shirt, and vest.

Inspired by the growing interest in sports, men's clothing of the 20s is loosely fitted, providing ease of movement. Undershirts and shorts are fast replacing the old union suit, and wristwatches are now more common than chains and fobs. Short hair and clean-shaven faces are the rule—even a small mustache is noteworthy.

Men's shirts still have detachable collars and cuffs although 1920s collars are soft compared to their stiff predecessors of earlier times. It is well into the next decade before the inclusion of rayon makes fabrics durable enough that collars and cuffs no longer need be periodically replaced.

This decade sees the introduction of lighter colors and fabrics in men's clothing and warm weather clothing grows popular: the white linen dinner jacket, white flannel trousers, Panama hat or straw boater are now perfectly acceptable at many occasions.

COAT AND HAT

Coats are worn long and loose. The popular raccoon coat, introduced for driving and attending winter football games, is later replaced by less bulky, deep pile camel hair coats.

During the day a felt hat or a derby is worn with a suit; a soft cap is sufficient for attending sporting events. Top hats usually accompany formal evening wear.

Women's Fashions

Women's fashions have undergone the most dramatic change. The brassiere has replaced the corset and the "natural" silhouette has become fashionable. Long-waisted dresses with short skirts—and even shorter hair—are in dramatic contrast to prior decades where women stood stiffly erect with long hair piled high, rigid collars, cinched waists, hems inches from the floor, and ankles protected by boots. Today's woman moves at too fast a pace to let her clothes slow her down.

The World War provided many women with the opportunity to work outside the home for the first time and they were quick to discover that their high collars, full sleeves, and corsets were an impediment, and long hair that tumbled into machinery a distinct danger. After the War many women went back to their homes, but few returned to the corset.

CURRENT STYLES

The biggest revolution is in lingerie. The corset is replaced with brassiere and panties, or chemise and knickers of

crepe de chine or silk jersey. At first simple, unadorned garments, they are soon enhanced with lace, embroidery, and applique. Slips of the same materials are worn as required. One newspaper report claims the typical working girl spends almost 40% of her earnings on underwear.

The current fashion silhouette features a lithe, long-waisted look. Hemlines through the decade first move up to the bottom of the knee, then down to the ankle, then back to the knee. By 1930 the mid-calf length is established, remaining the favored daytime length until World War II. High hemlines are particularly popular with flappers, though much of society views them as little less than scandalous. Women of all classes have adopted new freedoms: smoking and drinking in public, wearing make-up, exposing bare arms after dark, and clipping their hair short.

Bobbed and the shingle hairstyles are the rage. Bobby pins are introduced to keep hair from falling into one's eyes, or to achieve the desired curl on the forehead. For those who keep their hair long the popular hair-do is the chignon, or bun at the back of the head. Makeup, previous-

ly scorned by all but prostitutes and actresses, is now popular with ladies of all social classes.

HATS AND ACCESSORIES

Of the several types of popular hats, the tight fitting, undecorated felt cloche covering the entire head is the signature design of the era. Introduced by the French designer Rebox, its popularity quickly eclipses the beret, the big chapeau, and the tricorne.

A larger hand bag is needed to carry cosmetic cases and cigarettes and is added to the daytime ensemble of dress, coat, hat and gloves. Pumps have replaced boots, and feature a variety of straps, buckles and heels.

EVENING WEAR

Daytime clothing is usually dark and muted but evening styles sparkle. Not only are hemlines leaping to the knee, necklines plunge front and back, and arms are left bare. Trains from the hip, or other ornament, are common fashion. Front hems often remain at the knee while back hems dip low to the floor. Evening colors offer an array of pinks, reds, yellows, oranges, and purples, and the all-white ensemble is introduced. At the beginning of the decade, velvets, crepe, and lace are common, with new synthetics—especially velvets—becoming popular later. Ornaments of fringe, tassels, or beaded embroidery are favorites. The long pearl necklace is popular in the evening, along with turbans of gold or silver.

Sports Wear

“Ease of movement,” “Casual attire for the fast pace of modern life,” and “Sports ensemble,” are phrases ringing from the pages of the fashion magazines. The growing popularity of sports has contributed to many clothing innovations. Aside from the replacement of the union suit by sleeveless undershirts and shorts, the less restrictive leather belt is gaining favor over suspenders, and soft caps are favored when golfing or bicycling. Indoors, men find the house robe or lounging jacket comfortable and it is here that the masculine taste for colorful fabrics finds expression. Bright striped robes and blazers are quite acceptable at the beach or pool as well. The V-neck sweater and the cotton knit shirt with open collar are introduced, manufactured by Danton and La Coste. Knickers become so popular with the young that they stay fashionable for men well into their thirties.

For women, sleeveless sweaters are suitable for tennis and golf, jodhpurs for riding, and ski pants when trekking through the snow. A short string of pearls sets off most daytime wear. Lounging pajamas are popular with the upper classes. Consisting of a tunic over loose pants, they usually feature bands of contrasting color at the hemlines. Light green pajamas with purple bands would be typical. Hollywood films of the 1930s make these outfits famous. The beach is the only place a woman shows more skin than she does in the evening. The one-piece maillot bathing suit is fast replacing the bulky swim wear of the past. ■

Broadway Stage of the 20s

1920: The Ziegfield Follies stars Fanny Brice in *Rose of Washington Square*.

1921: Sardi's restaurant opens in the theatre district of Manhattan. Fanny Brice follows up last year's hit with *Second Hand Rose*.

1922: Sam Harris produces *Rain*.

1923: Josephine Baker stars in *Shuffle Along*, a Harlem review brought to Broadway. David Belasco produces *Laugh, Clown, Laugh*.

1924: Noel Coward's *The Vortex*, The Marx Brothers appear in *I'll Say She Is*, black actor Paul Robeson stars in Eugene O'Neill's *Emperor Jones*, Josephine Baker appears in *Chocolate Dandies*, then leaves America for Paris.

1925: Noel Coward writes *Hay Fever*, Sam Harris produces *The Jazz Singer* featuring George Jessel, The Marx Brothers star in *The Cocoanuts*.

1926: Mae West shocks them with *Sex*, David Belasco produces *Lu Lu Belle*.

1927: *Showboat* begins a record breaking run of over 500 performances. Broadway hits its peak with 268 opening nights this year.

1928: Newspaperman Ben Hecht hits it big with *The Front Page*, the Marx Brothers' star in *Animal Crackers*, Mae West appears in *Diamond Lil*, Bert Lahr in *Hold Everything*.

1929: Noel Coward writes the musical *Bittersweet*, Billie Burke appears in *Happy Husbands*.

1930: Ethel Merman stars in Gershwin's *Girl Crazy*, Fanny Brice in *Sweet and Low*.

CHRONOLOGY OF THE TWENTIES

The Yearly Events of the Decade.

Beginning with the Armistice in 1918 and ending with the discovery of Pluto in 1930.

1918: November 11, Armistice signed and the War ends.

1919: The Volstead Act is passed, allowing for legal enforcement of the Prohibition amendment. The ZR-3 dirigible (later named the R-34 *Los Angeles*) makes the first airship crossing of the Atlantic from England to Long Island, piloted by famed German airship pilot, Hugo Eckener. New York gambler Arnold Rothstein fixes baseball's World Series, paying members of the Chicago White Sox to throw the championship. By year's end an estimated one to two million American workers are on strike. Government raids, organized by 24-year-old J. Edgar Hoover, net hundreds of suspected communists; many are deported to Russia. Summer race riots rock Chicago for days after the drowning of a black youth who ventured to near the "white" beach. **April 28**, the first in a series of mail bombs are discovered. Sent to government officials and industrialists, they spark the first post-war Red Scare riots. **June 26**, America's first tabloid newspaper, the *New York Daily News*, appears. *True Stories* magazine is later launched, taking advantage of the market for sex and scandal magazines. **July 1**, the War-time Prohibition Act takes effect. **September 9**, the Boston police strike results in riots, and is followed by national steel and coal strikes. **November 19**, Congress rejects Wilson's League of Nations.

1920: Babe Ruth takes the batting title from Ty Cobb. The Ku Klux Klan, revived in 1915, begins selling memberships across the country, swelling its ranks. Man o' War is the race horse of the year, and probably the decade. Eskimo Pie ice cream bars are introduced. In the wake of the World Series betting scandal, Judge Kenesaw Mountain Landis is named the first Baseball Commissioner. Sacco and Vanzetti are accused of robbing an armor car and murdering the guards. Al Capone comes to Chicago from New York at the invitation of gangster Johnny Torrio. **August 8**, Woman's Suffrage. **September 16**, a bomb rocks Wall Street in New York, killing forty people outright. **November 3**, KDKA radio in Pittsburgh broadcasts the returns of the Harding-Cox presidential election; Harding defeats Cox and takes office the following spring.

1921: The first Miss America "bathing beauty" contest is held in Atlantic City, New Jersey. Lionel sells its one millionth electric train set. White people "discover" Harlem and the famous Cotton Club. Sardi's restaurant opens in New York's theatre district. Jack Dempsey defeats the Frenchmen Carpentier to retain the heavy-

weight boxing title. Babe Ruth hits fifty-nine home runs. Film star Fatty Arbuckle's career is ruined by a scandal involving the death of a young actress in San Francisco's St. Francis Hotel. **July 2**, peace treaty is signed with Germany.

1922: Radio sales top \$60 million. The treasures of King Tut's tomb are revealed to the world, sparking an interest in Egyptian art and style that lasts the rest of the decade. **February 22**, President Harding has a radio installed in his office. **September 16**, the Halls-Mill homicide case, involving a minister and his married choir leader, is called "the murder of the decade" by the tabloids. **September**, Mah-Jong sets are being imported by the thousands; some cost as much as \$500.

1923: The Charleston dance craze, condemned by many as immoral, sweeps the nation. H.L. Mencken's *American Mercury* magazine makes its first appearance near the end of the year. Dance marathons become popular, followed by rocking-chair marathons and talking marathons called "Verb-and-Noun Derbies." **August 2**, Warren G. Harding dies in office, Vice-president Calvin Coolidge takes over.

1924: Simon & Schuster publish their first Crossword puzzle book, setting off a nationwide craze. Turtleneck sweaters are popularized by playwright Noel Coward. Gershwin's *Rhapsody in Blue* premieres at New York's Aeolian theatre to mixed reviews. Membership in the Ku



News travels fast in the 1920s.

Becoming an Investigator



A CHAOSIUM PUBLICATION  WWW.CHAOSIUM.COM

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PLAYING AN INVESTIGATOR

The life of an investigator.

Career and Finances, Friends and Family, Protégés,
Retirement, Libraries and Collections, and Making a Will.

It most often begins with a late-night phone call, or a letter from a friend in need, or a mysterious stranger who comes knocking at the door. Innocent, curious, usually looking to help someone in need, fledgling investigators begin a course of action that will leave their daily lives, careers, friends and families forever changed. Risking physical injury, death, and madness, investigators are drawn by an insatiable curiosity to explore the darker side of existence—and to learn certain secrets that mankind was never meant to know.

Following is a variety of general information on investigators. It describes how investigations may affect an investigator's normal life, how investigators may draw others into their strange world, and how they might finally escape the world of the Mythos.

Career and Finances

Once entangled in the mysteries of the Mythos, an investigator's normal life begins to come apart. Among the first things to suffer is the individual's career, job, or business. Frequent, unannounced trips out of town by an employee usually result in a person being dismissed from his job. An investigator who owns his own business might leave it in the hands of a trusted partner or senior employee, but unless the investigator is totally sure of this person's character they take a risk by not attending to their own interests.

Dilettantes are in the best position. Supported by their own money, their time is their own and their finances may greatly exceed the savings of even the most penny-pinching of hard-working investigators. If an investigator is not a dilettante himself, he may find it to his advantage to begin associating with one.

Otherwise, once the investigator has nearly exhausted his own savings, and perhaps converted property and real estate to cash, he may find himself in need of a loan. Banks readily lend money to new businesses—it is, after all, an age of investment and entrepreneurs. Couched in the proper terms, a bank may be interested in backing an investigator's antique shop or chemistry laboratory.

Private investors might also be tapped. Philanthropists abound in the 1920s. Many families who have accumulated large fortunes are now ready to spend them on libraries, museums, scientific research, and archaeological and anthropological expeditions. Even small towns often harbor one or two rich individuals who are perhaps willing to back a small venture for the fame and credit it might bring him. Professional expertise, experience, and good Credit Rating and Persuade skills are helpful.

Short of turning to a pawnbroker, the investigator's close friends and family may be his last resort for a desperately needed loan with which to purchase information, a weapon, or a fast ticket out of town.

Friends and Family

Those close to the investigator may become distressed over this person's new and perhaps mysterious life style. Associations with shady characters, brushes with the authorities, and stretches of time spent in jail or mental institutions often drive all but the most loyal family members away. After all, most people do not want to be associated with a "crank."

In addition, investigators themselves, after stirring up more trouble than they've bargained for, may voluntarily disassociate themselves from friends and family, possibly fearing retaliation by some group or another that has taken offense at the investigator's actions.

But, the most loyal friends and family members often stand by investigators. Unwilling to write off an old friend, favorite uncle, or close cousin, they are often instead drawn into the investigator's adventures themselves, eventually becoming steadfast associates.

Protégés

Protégés come in all shapes and sizes. They may be a favorite nephew or niece, a past student, former business associate, or even a police detective that once arrested the investigator. The important thing about a protégé is that he or she is a loyal and helpful friend.

A protégé is often first contacted when the investigator needs a certain skill or expertise that neither the investigator nor any of his present associates possess. This could be a specific mechanical skill like Pilot Airplane; an in-depth knowledge skill like Astronomy or Geology; or facility with a foreign language that allows the protégé to decipher a tome or act as an interpreter on some upcoming overseas trip. Once drawn into the mysteries already known to the investigator, protégés often become investigators themselves.

Protégés are also valuable in that they are often—at least at first—willing to take risks that the investigator is not. However, a close call or two usually instills in them a healthy respect and caution in the future. Protégés can be groomed to take over the investigator's lines of enquiry after the investigator feels he is no longer fit for active adventuring and wishes to slip into retirement.



Retirement

The costs of adventuring to an investigator's physical and mental health are enormous. Many don't live to retire; those who do are those few wise enough to know when to call it quits. Although the body heals, continued exposure to unsettling sights and the forbidden knowledge that is usually gained in the course of adventuring take a toll on an investigator's sanity that is often permanent. Rather than continue to risk irrevocable madness, many investigators choose to retire from active adventuring, continuing to act as consultants and researchers for other, more active investigators. Even though sometimes thousands of miles from the actual adventuring site, retired investigators can be contacted by telephone or telegraph, asked questions, or be tasked to research specific topics. In truly critical situations, the experienced investigator can be brought out of retirement in order to fulfill an important function in an investigation.

By the time of retirement, most investigators will have acquired a certain body of knowledge, supplemented by a small library of important books, and possibly a collection of artifacts as well. These books may prove to have a variety of uses.

Libraries and Collections

Over the course of their careers most investigators come into possession of at least a few books of mysterious knowledge and possibly some artifacts or souvenirs from their various adventures. It may be in the best interest of newer investigators, those just graduated from protégés, to avoid reading these tomes, if possible. The retired investigator should already be familiar with the information found in a certain book, and may prove to be the most valuable researcher. Further perusals of a tome cost an investigator no additional sanity, but a fresh investigator wishing to read the book for the first time will have to pay the usual sanity costs.

Additionally, a collection of tomes and/or artifacts may someday come in handy for emergency financing. Most of these books are rare and many quite valuable. Unloading a small collection of rare tomes could support an investigator nicely for a couple of years or more. Such collections also make for nice donations to museums or libraries. An investigator making out his will should give this latter option consideration.

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And More...

Making a Will

Before getting too deeply involved, all investigators should give serious thought to writing a will. Although an investigator can write his own, it is advised that a professional lawyer do the actual preparation of the document. A disputed will can be tied up in Probate Court for years, gradually sucking dry the estate while various parties contest its conditions. Professional help goes a long way toward avoiding such problems. A simple will should cost an investigator no more than \$10-\$20.

An investigator may wish to leave cash and property to family members or to close friends. Where large amounts are involved, trust funds might be established, particularly in the case of minors. Investigators wishing for a little immortality might donate some of their libraries or collections to a public institution. Donors are usually credited for the donation and/or the discovery of such items.

The future needs of an investigator's protégés should, of course, also be considered when preparing a will. An investigator may wish to leave them with finances, libraries, and files, in order to help support their future investigations. With enough money, an investigator's will can even provide for the creation of a foundation bearing the deceased investigator's name, guaranteeing him or her a certain measure of immortality. ■

1920s OCCUPATIONS

Adventurers, Artists, Athletes, Businessmen, Clergy, Criminals, Journalists, Laborers, Law Enforcers, Legal Professionals, Medical Professionals, Military, Politicians, Scholars, and more.

The choosing of an investigator's occupation is probably the most important choice a player makes. The occupation of your investigator has a direct bearing on which skills he may have, his potential earnings, his status in the community, and possible special abilities. Although the following listings may seem, at times, excessive, keep in mind that a player searching for a quick replacement character in the middle of an adventure may have limited choices. Keepers may also draw inspiration from these samples. Aside from brief descriptions of each occupation, pertinent information such as Earnings, Contacts and Connections, Skills, and sometimes Special notes are also included.

Earnings

Rather than try to indicate dollar figures, occupational earnings are given as a general level, indicative of the type of lifestyle an investigator might be able to afford. These listings are to be considered typical. Certainly any number of untypical situations can be imagined and incomes should be reduced or increased as the keeper and player see fit. Earnings can be further effected by raises, promotions, or lay-offs.

- **Pauper (\$0-\$250 per annum):** This income level is far below the poverty line and is typical of hoboes, indigents, and beggars. Unless the character lives at home with family, he sleeps in alleys and eats handouts or from garbage cans.
- **Lower Class (\$251-\$500 per annum):** This income group includes the lowest paid part-time help including migrant farm workers, part-time janitors, and dish washers. Such individuals live in flop houses, YMCAs, or, at best, share cramped one-room apartments in awful neighborhoods with one or more roommates, cooking canned soups on illegal hot plates.
- **Upper Lower Class (\$501-\$1500 per annum):** By careful scrimping and saving this character can afford a one or two-room apartment with a kitchen, in a run-down tenement in a bad neighborhood. Bathrooms and telephones are shared.
- **Lower Middle Class (\$1501-\$2500 per annum):** This income level affords the character a modest one or two-bedroom apartment located in a neighborhood better than the very worst in town. The character perhaps has his own phone and, if careful how he spends his money, might be able to afford an unreliable used car.

- **Middle Class (\$2500-\$6000 per annum):** This level of income allows an investigator to own a modest house or rent a quality two or three-bedroom apartment. A modestly priced automobile is also within reason. The investigator owns more than one suit and can afford to treat himself to a decent restaurant once or twice a month. A refrigerator (rather than an ice box) and other home appliances are within his reach.
- **Upper Middle Class (\$6000-\$25,000 per annum):** At this level of income an investigator can afford a larger house of three or four bedrooms or a expansive apartment of six or seven rooms. There is enough money to easily afford two automobiles of reasonable price, send his children to inexpensive private schools, have a maid in two or three times a week, and have enough money left over for a few solid investments.
- **Upper Class (\$25,000-\$75,000 per annum):** This level allows ownership of an impressive mansion with a swimming pool and tennis courts, or a penthouse apartment atop a better hotel. More than one domestic is the norm, including a chauffeur for the inevitable limousine. Dining out at fine restaurants and taking annual European vacations are the usual.
- **Wealthy (\$75,000 plus per annum):** The sky's the limit: yachts, private aircraft, multiple homes, and major market investments.

Contacts and Connections

Contacts and Connections offers a general listing of different social circles, professional realms, and other areas where a character of a certain occupation might enjoy special influence or "leverage" due to personal contacts, professional courtesy, or other. Exact details and the extent to which a character may make use of such connections is, of course, judged by the keeper.

Note that not every investigator has necessarily made all the possible connections listed and, in fact, there are some an investigator may prefer to avoid. A lawyer with numerous criminal and organized crime connections may find doubt cast upon his character. But then again, it may be that in the role of the local District Attorney his contact with local gangsters has been purely adversarial. Players and keepers will have to define such relationships if and when necessary.

Players, especially those with reporter or private detective investigators, should also develop one or two specific

contacts: individuals the investigator knows personally. They may be paid informants, business contacts, friends, or professional colleagues. Give these characters a name, an occupation, and define their relationship to their investigator. Although intended as the occasional helpmate, note that such characters are not necessarily wholly the creation of the player. The keeper may wish to add some background or tie to the character that the investigator has “forgotten” about. This could be an old debt, or a favor owed, or anything else that occurs to the keeper. These contacts might occasionally become involved in adventures as protégés, perhaps even someday replacing a player’s prior investigator after retirement or unfortunate mishap.

Skills

The skills listed are those considered most appropriate to the given occupation. It is from this list that skills should be chosen when spending EDU points. It is not necessary to choose *all* the skills listed, but only those that suit the investigator the player is creating.

Special

Special options are included with many of the occupations. These include bonuses or penalties to be added to abilities and skills; resistance to specific sorts of sanity loss or phobias; special skills such as Fire Fighting or Typing which, while undefined, should be self-explanatory; and others.

A few occupations, due to past events, may inflict an investigator with a small, but significant secret phobia. These may be chosen by the player himself, but it is suggested that the keeper make the choice, keeping it a secret from the player until it can be revealed at a properly dramatic moment.

A number of occupations include modifiers for attributes: bonuses and penalties assigned to STR, DEX, EDU, etc. In most cases these modifiers should be applied before computing points and choosing skills. The single exception to this rule are penalties to EDU. In this single instance, points should be figured and skills purchased *before* the EDU score is reduced.

Note that all such options are exactly that, and subject to the final judgement of the keeper.

Adventurers and Daredevils

Adventurers and daredevils are part of the American scene. Aviators cross great bodies of water or frozen poles while explorers search deserts and jungles for lost civilizations. Although their skills, occupations, and conquests are widely varied, all share a love of danger and excitement.

They may become investigators after making certain chance discoveries while exploring, or when following up on the chance discovery of another adventurer, a colleague perhaps since deceased. Many of these characters may be alerted to secret mysteries when they obtain ancient maps, books, or other artifacts, either on their own or through the mail.

Aviator

Professional aviators may be employed on U.S. contracted mail routes or work as pilots for one of the small commercial passenger lines. Others work at carnivals, stunting or selling rides to awed rubes, or offering local “air-taxi” service in and out of small airports. Others compete in organized air races, either cross-country or on fixed courses. Hollywood makes fair use of pilots, as do aerial mapping firms, the U.S. Forest Service, and many others. A few aviators even find work as test pilots for the aircraft manufacturers. Some actively serve in the U.S. military.

Many aviators learned to fly during the War and as a result still hold commissions as officers in the Army, Navy, Marines, or Coast Guard. Younger pilots have either received military training during peacetime or learned on their own.

American flying aces of the World War still in the pub-



lic limelight include: Eddie Rickenbacker, presently employed by Chrysler Corporation; Tommy Hitchcock, Jr., now a star on the polo fields; and Reed Landis, son of Baseball Commissioner Kenesaw Mountain Landis.

There is no national regulation of pilots until the passing of the Air Commerce Act of 1926, after which time pilots’ licenses are required.

EARNINGS: Upper Lower to Lower Middle class. Owning



HOW TO CREATE YOUR

1. Determine Characteristics

Find a blank Investigator Sheet. Write your name in the space on the side.

- Roll 3D6 once each for the characteristics STR, CON, POW, DEX, and APP.
- Roll 2D6+6 once each for SIZ and INT.
- Roll 3D6+3 for EDU.
- SAN equals POW x5.

These numbers form the skeleton of your investigator. Be alert for ways to flesh out your investigator by explaining the number you roll. If you don't like the numbers you've rolled, erase all and roll anew.

6. Determine Additional Background

- Choose the gender of your investigator
- Marks, scars, and mental disorders may come in the course of play.
- Make sure your name is on the left side of the sheet, and not at the top—that's where your investigator's name goes.
- The minimum age is EDU+6 in years. For each ten years older that you make your investigator, add a point of EDU, and therefore an additional 20 occupation points for each decade. Maturity has a price: for each ten-year interval or fraction above age 40, subtract a point of STR, CON, DEX, or APP.
- For additional schooling, one and only one more point of EDU may be added by spending a year lolling about in school taking general courses. Increase the investigator's age by a year. To see whether or not you learn anything, roll INT x5. With a success, your investigator's EDU goes up by one point. Generate 10 personal and 20 occupation skill points. Failure yields nothing.
- Choose any contacts or connections based on your occupation.

5. Determine Weapon Statistics

Even if your investigator took no weapons, the weapons section contains four personal attacks. Enter their current skill point amounts.

- Consult pp. 97-114 for a long listing of weapons, complete with statistics.
- If skill points are allotted to firearms, add the points to the appropriate firearm classes as well as to the particular weapon. Thus adding 20 points and selecting a .38 revolver means that the investigator uses the .38 at 40% skill. It also means that the Handgun skill at the top of the firearms box on the investigator sheet rises to 40%.
- If a firearm has a lower base chance that difference is maintained even if the firearm skill rises.

1920s INVESTIGATOR

Characteristics & Rolls

Magic Points

Hit Points

Labor Skills

Portrait

2. Determine Characteristic Rolls

- Multiply INT x5 for Idea, POW x5 for Luck, and EDU x5 for Know, and enter the results.
- Add STR to SIZ, and find the die roll in the Damage Bonus Table (below). Write in that roll. The roll may be a negative or positive amount; if none, write in none.
- Enter the number 99 for 99 minus Cthulhu Mythos. As your investigator gains points in that skill, lower this number a like amount.

3. Determine Derived Characteristic Points

- Add CON + SIZ and divide by 2, rounding up, to determine initial hit points.
- Initial magic points are equal to POW.
- Initial Sanity points are equal to POW x5.

4. Determine Occupation & Skills

- Choose an occupation (see the index on p. 126)
- Choose an earning level among those listed for your occupation. A year's income should initially be available in cash, savings, and personal property.
- Mark any special occupational benefits, such as reduced Sanity loss. Make any occupation-based characteristic changes, except penalties to EDU. Remember to adjust Derived Characteristics.
- To determine occupational skills, multiply the investigator's EDU by 20, and give points to those skills listed for the occupation. Afterward, apply any occupation-based EDU penalties.
- To determine personal interest skills, multiply the investigator's INT by 10, and give points to any skills other than Cthulhu Mythos. Pp. 58-68 offer a complete listing of skills.

Damage Bonuses

STR+SIZ	DB	STR+SIZ	DB
2 to 12	-1D6	73 to 88	+4D6
13 to 16	-1D4	89 to 104	+5D6
17 to 24	+0	105 to 120	+6D6
25 to 32	+1D4	121 to 136	+7D6
33 to 40	+1D6	137 to 152	+8D6
41 to 56	+2D6	153 to 168	+9D6
57 to 72	+3D6	179 to 184	+10D6

** Each +16 or fraction thereof, +1D6 more*



your own plane can make for sudden, unexpected expenses.

CONTACTS AND CONNECTIONS: An aviator may have old military contacts plus connections with other commercial pilots, mechanics, airfields, etc. Aircraft manufacturers might grant access to experimental designs, improved powerplants, and better navigational gear.

SKILLS: Accounting, Bargain, Credit Rating, Electrical Repair, Listen, Mechanical Repair, Navigate, Pilot Aircraft, Spot Hidden.

SPECIAL: All aviators have an automatic beginning Air Navigation skill (“dead-reckoning”) equal to half their Pilot Aircraft skill. This can of course be raised by expending additional points. Also, add 20 bonus points to Spot Hidden.

Big Game Hunter

Big game hunters are skilled trackers and hunters who earn their livings leading safaris for wealthy sportsmen clients. Most are specialized in one part of the world such as the Canadian woods, African plains, or other. Although the great white hunter is the quintessential type, others may be



Charles Lindbergh

Aviator, 1902-1974. Lindbergh is most famous as an aviator, but also dabbles in invention and, later, the anti war movement as well. Lindbergh was born in Detroit, Michigan, but grew up in Minnesota. His father, Charles Augustus Lindbergh, Sr., was a Minnesota Congressman from 1907-1917. Charles, Jr., briefly attended the University of Wisconsin then enrolled in a flying course. In 1923 he made his first solo flight, and a year later became a cadet in the U.S. Air Service Reserve.

In 1927, while employed flying a mail route between Chicago and St. Louis, Lindbergh decided to try and win a \$25,000 reward offered by a New York businessman for the first person to fly nonstop across the Atlantic. Before attempting the feat, however, Lindbergh first sets a coast to coast record of 21 hours and 20 minutes, with only a brief stop in St. Louis. On May 21, 1927, Lindbergh landed in Paris, where he was mobbed by spectators. He went on to win awards and acclaim from all of Europe and the U.S., the *New York Times* paying him \$250,000 for his story. Lindbergh himself goes on to write a book about the flight. He and his plane “The Spirit of St. Louis” toured the U.S. upon their return and he became a national hero.

Lindbergh later married writer Anne Morrow in 1929, but in 1932 they suffered tragedy when their first child was kidnapped and killed. This eventually led to the development of what are now known as the “Lindbergh Laws,” whereby interstate kidnapping is considered a federal crime. The Lindberghs then moved to Europe, where Charles helped a French surgeon invent an artificial heart. Returning to the U.S., Lindbergh served as an advisor to many aeronautical organizations and committees but during World War II his anti war sentiments brought him into conflict with President Franklin Delano Roosevelt. After the war he continued his consultant work, and won numerous aviation awards and the Pulitzer Prize for his autobiography, *The Spirit of St. Louis*.

simply local Indians who escort hunters through the backwoods of the Yukon in search of moose or bear.

EARNINGS: Lower Middle class to Upper Middle class.

CONTACTS AND CONNECTIONS: Local government officials and game wardens, past clients (which may include a celebrity or two).

SKILLS: Bargain, Firearms, First Aid, Hide, Jump, Knife, Listen, Natural History, Navigate, Other Language, Sneak, Track.

SPECIAL: Big game hunters stay cool when charged by large animals (even monsters). Calculate sanity losses as usual but the investigator does not suffer any adverse effects until after the incident is resolved.

Charter Boat Captain

Charter boats work both coasts of America, as well as on the Great Lakes, catering to sport fisherman and vacationers. By far the greatest number of charter boats are found in Florida, on both the Gulf and ocean coasts. Those found at Key West can be chartered for trips to Havana, Cuba, where alcohol, gambling, and nearly anything else is legally available. Charter boats are typically large cabin cruisers equipped with bunks and a galley.

EARNINGS: Lower Middle class or better, but an owner often lives on his boat, avoiding the high cost of rent.

CONTACTS AND CONNECTIONS: Coast Guard, smugglers, organized crime.

SKILLS: Accounting, Bargain, Credit Rating, First Aid, Listen, Natural History (Marine), Navigate, Persuade, Pilot Boat, Spot Hidden.

SPECIAL: 20 bonus points added to Spot Hidden.

Deep-Sea Diver

Deep-sea divers work as sponge gatherers, salvage divers, and even treasure hunters. The U.S. Navy maintains trained diving teams and it is possible that an investigator learned his occupation in the service. Tarpon Springs, Florida, is home to a flourishing sponge trade. Sponge boats—many of them owned by the large Greek community—sail out every day, sending down divers to find and collect sponges from the bottom.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: Coast Guard, smugglers.

SKILLS: Diving, Mechanical Repair, Natural History (Marine), Pilot Boat, Spot Hidden, Swim.

SPECIAL: +1 to CON. Add 20 bonus points to Spot Hidden.

Explorer

There are still enough unknown areas in the world that some people can make a career of exploring. Scientific grants,



Frank Buck

Big Game Hunter, 1884-1950. Buck is the archetypal big game hunter. Born in Gainesville, Texas, his first expedition, in 1911, took him to Malaya and Singapore. Later safaris carried him around the world in search of wild animals which he captured alive and sold to zoos and circuses. All told, he captured more than 25,000 specimens in his career, including a man eating tiger and the largest king cobra on record. He wrote of his experiences in books such as *Bring 'Em Back Alive* (1931) and later went on to make films.

inflated by private donations, combined with newspaper, magazine, book, and film rights often generate enough money to support the adventurer and his exciting life.

Still unexplored is much of darkest Africa, great portions of the Matto Grosso in South America, the great Australian desert, the Sahara and Arabian deserts, and much of the Asian interior. Although expeditions have reached both the north and south poles, much of the surrounding territory is still unknown.

EARNINGS: Middle class and higher, depending on success.

CONTACTS AND CONNECTIONS: Major libraries and universities, monied patrons, other explorers, publishers, foreign government officials.

SKILLS: Climb, Dodge, Firearms, First Aid, History, Jump, Medicine, Natural History, Navigate, Other Language, Photography, Swim, possibly Archaeology, Anthropology, or other scholarly skill.

SPECIAL: +1 to CON. Add 20 points to Persuade roll whenever dealing with a primitive people or a foreign government.

Mountain Climber

Mountain climbing as a sport became popular in the 19th century. Most climbers are weekend and vacation sportsman; only a few have the reputations needed to attract the financing required for major climbs.

By the 1920s all the major American and Alpine peaks have been conquered. After lengthy negotiations with the Tibetans, climbers have finally been granted access to the highest peaks of the Himalayas. Regular assaults on Mt. Everest, the last unconquered peak in the world, are routinely covered by radio and newspapers. Expeditions in 1921, 1922, and 1924 all failed to reach the summit and resulted in the deaths of thirteen people.

EARNINGS: Lower Middle class or better. Most climbers have separate incomes.

CONTACTS AND CONNECTIONS: Other climbers, park rangers, foreign governments, patrons.

SKILLS: Climb, First Aid, Jump, Listen, Navigate, Other Language, Photography, Track, plus possible employment skills.

SPECIAL: Add +1 to STR and +1 to CON. Will never suffer from fear of heights unless specifically struck by a phobia.

Prospector

Though the days of the California Gold Rush and the Nevada Comstock Lode are long gone, the independent prospector is still a feature of the American West. Roaming the mountains, they endlessly search for the big strike that will make them rich. In these days oil may be as good as gold.

EARNINGS: Pauper to Lower class.

CONTACTS AND CONNECTIONS: Few—local, if any.

SKILLS: Climb, First Aid, Geology, History, Jump, Natural History, Navigate, Spot Hidden.

SPECIAL: +1 to STR and +1 to CON.

Race Driver

Auto racing is a favorite sport of the 1920s. The Indianapolis 500 is already a highly-publicized annual event. Many drivers race boats as well as automobiles.

EARNINGS: Widely variable.

CONTACTS AND CONNECTIONS: Away from the track the successful race driver probably has inside access to auto and boat manufacturing interests. The demand for Hollywood stunt drivers might result in connections with the film industry.

SKILLS: Drive Automobile, Electrical Repair, Mechanical Repair, Pilot Boat, Psychology, Spot Hidden.

SPECIAL: Practiced drivers and pilots can pull off certain “stunts” with their machines, even crashing or rolling an automobile with comparative control and safety.

Treasure Hunter

A breed similar to prospectors, treasure-hunters also look to make the big strike. More common to the East where sto-



Roald Amundsen

Explorer, 1872-1928. Amundsen is a polar explorer, famous for discovering the South Pole in 1911 and the Northwest Passage in 1906. Later, from 1918 to 1920 he navigates the Northeast Passage. Amundsen was born in Oslo, Norway, and later joined the army. An expert navigator, he made many sea and air voyages between 1897-1928. In 1910 he had planned to be the first to reach the North Pole, but upon learning that Admiral Robert Peary had just reached it, turned his attention to the South Pole instead. He and his companions reached the Pole in December of 1911, beating British explorer Robert F. Scott's team by four weeks. Scott's bad luck turned to tragedy when his team froze to death during their return.

Amundsen made a dirigible flight over the North Pole with American Lincoln Ellsworth and the Italian General Umberto Nobile in 1926, mere days after Admiral Richard E. Byrd's solo flight. Amundsen perished in 1928, after setting out in a plane to search for Nobile, whose north polar expedition had been lost for several weeks. Nobile is later rescued.

ries of buried pirate treasure and sunken ships filled with Spanish gold abound, a few in the West still search for the fabled golden cities sought by the Conquistadors. Most treasure hunting requires a team and serious financial backing. The necessary diving, digging, or other equipment can be expensive.

EARNINGS: Pauper and higher, depending on your luck.

CONTACTS AND CONNECTIONS: Investors, fellow treasure hunters, local governments, foreign governments, Coast Guard, local law officials.

SKILLS: Bargain, Climb, Drive Auto, Electrical Repair, History, Jump, Mechanical Repair, Persuade, Pilot Aircraft, Pilot Boat, Spot Hidden.

SPECIAL: Add 20 points to Spot Hidden.

Arts, Creative

Creative artists include writers, painters, and others. Artists often become investigators due to their creative efforts, suffering dreams or other visions that lead them to mysterious secrets. Many artists have created dark and eerie works, inspired by unknown sources, or know of artists who have had that experience.

Creative artists can pursue their own visions, working free lance, or be employed in a more commercial role, working for advertising companies or other.

Architect

Architects are usually college trained and familiar with some aspects of engineering. Junior architects employed by large firms find that getting supplier bids on 2000 door-knobs is part of their job. Others try and go it alone, working out of their house or a small office. Few manage to sell the grandiose designs they all nurse.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Local building and city engineering departments, construction firms.



Frank Lloyd Wright

Architect, 1869-1959. In a career spanning more than sixty years, Frank Lloyd Wright designed over six hundred buildings and was hailed as one of the world's great architects. He was born in Wisconsin, and attended but did not graduate from the University of Wisconsin. In 1887 Wright secured a job as a draftsman and designer in the Chicago office of the famed architect Louis Sullivan. After six years as Sullivan's pupil, Wright went out on his own, designing many homes in and around Chicago. Here he developed what he termed "Prairie Style" homes: long, single story buildings with interior rooms freely connected to each other without restricting doorways between. In 1911 he built his own home, Taliesin (Welsh for Shining Brow), in Spring Green, Wisconsin. In the 1930s he continued to experiment with new building styles, inventing such modern staples as the carport. In 1932 Wright founded The Taliesin Fellowship, an architectural school in Spring Green. He built a second home, Taliesin West, in Phoenix, Arizona, in 1938. Among the many public buildings designed by Wright is the Guggenheim Museum in New York City. He wrote a number of books and magazines on architecture as well as *An Autobiography* in 1943.



SKILLS: Accounting, Art, Bargain, Credit Rating, English, Library Use, Persuade, Psychology.

SPECIAL: Special skill of Architectural History, 1D20+40 points.

Designer

Designers work in all fields: fashion, stage, furniture design, light fixtures, etc. The investigator's particular specialty might influence the choice of skills.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Advertising, stage, furnishings, architectural, other.

SKILLS: Accounting, Art or Craft, Bargain, Electrical Repair, Mechanical Repair, Photography, Psychology.

Painter/Sculptor

The plastic arts are always popular but materials are expensive and sales infrequent. Many artists work in

advertising firms drawing pictures of washing machines and automobiles.

EARNINGS: Commercial artists are Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Art galleries, critics, patrons, the advertising industry.

SKILLS: Art, Bargain, History, Library Use, Persuade, Photography, Psychology.

SPECIAL: All artists have a beginning Art History skill of 1D20+40 points.

Photographer

Photography as an art form has been around a long time, but most photographers work for advertising firms or in portrait studios taking pictures of families. Others are employed in the newspaper and film industries.



Ernest Hemingway

Author, 1899-1961. Ernest Hemingway was an immensely popular writer of novels and stories dealing with men and women driven to despair by a violent and uncaring world. He was born in Illinois, but grew up in nearby Michigan. An ambulance driver in the Great War, he was badly wounded in Italy when only eighteen. After the war he moved to Paris, where his war and post war experiences with other expatriate Americans serve as the basis for his novels *The Sun Also Rises* (1926) and *A Farewell to Arms* (1929). These novels help to define “the lost generation” that was currently coming of age in the post war years.

Two collections of Hemingway’s stories appeared during the 1920s: *In Our Time* (1925) and *Men Without Women* (1927). Hemingway went to Africa in the 1930s where he hunted big game. He later visited Spain and immersed himself in bull fighting, and later still covered the Spanish Civil War as a war correspondent. His post 1920s works were not received with as much critical acclaim as his earlier works with the exceptions of *For Whom the Bell Tolls* (1940) and *The Old Man and the Sea* (1952). The latter won the Nobel Prize for Literature in 1954. Seven years later, in poor health, Hemingway committed suicide.



Salvador Dali

Painter, 1904-1989. Dali was born in Spain and given the name Salvador Felipe y Jacinto Dali y Domenech. Son of a prominent lawyer, he studied at the Academy of Fine Arts in Madrid intermittently from 1921-1926. Always a flamboyant figure, he was expelled from the academy and later briefly imprisoned under suspicion of being an anarchist. His first one man show was held in Barcelona in 1925. His earlier works were influenced by the futurist and cubist painters, but in 1927 he moved to Paris, where he met Picasso. In 1929 he turned to the style for which he became famous: “surrealism.” Dali also contributed to the screenplays of the bizarre surrealist film maker, Luis Bunuel: *Un Chien Andalou* (1929) and *L’Age d’Or* (1931).

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: The advertising, news, and/or film industries, possibly film and camera manufacturers.

SKILLS: Accounting, Chemistry, Photography, Persuade, Physics, Psychology.

SPECIAL: Photographers have a Dark Room skill equal to their photography skill. Special emulsions capable of capturing invisible or alien creatures on film might be developed if successful Chemistry rolls are made.

Writer

A writer can be a struggling novelist, pulp hack, magazine author, screenplay writer, song lyricist, poet, a writer of advertising copy, or any combination of these.

EARNINGS: Writing ad copy brings a Lower Middle class income. The return for writing other material varies widely.

CONTACTS AND CONNECTIONS: Libraries, other writers, the publishing, advertising, and/or film industries.

SKILLS: Art, English, Fast Talk, Library Use, Other Language, Persuade, Psychology.

SPECIAL: Special skill of Literature History begins at 1D20+20 points.

Arts, Performing

Entertainer

A performing entertainer may be a singer, dancer, musician, comedian, ventriloquist, juggler, or other—or any combination of these different talents. New York’s Broadway and off-Broadway stages are the pinnacle, but theatres are found in every large city. Vaudeville is nearly gone, but not quite dead, and many song-and-dance men still work this old circuit. Others go to Hollywood hoping to find a spot in the film industry.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Vaudeville, Broadway stage, film industry, and entertainment critics. Organized crime is very active in the entertainment industry.

SKILLS: Art(s), Disguise, English, Fast Talk, Persuade, Psychology.

SPECIAL: +1 to APP, and either +1 to DEX or 50 points to any applicable entertainment skills such as Dance, Sing, or others.





Lon Chaney

Film Star, 1883-1930. Lon Chaney made a legendary career out of playing deformed villains and monsters in silent films. Born in Colorado Springs, Chaney learned to communicate with his deaf mute parents using gestures—a practice which proved useful in his later film career. He quit school in the fifth grade to become a tour guide at Pikes Peak, later working as a stage hand in the theater where his older brother John performed. He appeared in productions of Gilbert and Sullivan operas and on the vaudeville stage in Chicago, where he was enough of a success that he was able to join Universal studios as a bit player.

The Miracle Man (1919) was the first in a series of roles that would make Lon Chaney famous. In this film Chaney appeared as the twisted Frog, a horribly crippled man who nonetheless captured the audience's sympathy. In subsequent roles like *The Hunchback of Notre Dame* (1923) and *The Phantom of the Opera* (1925) he delighted and terrified audiences with his horribly deformed, yet pathetic, characters. He became known as "The Man of a Thousand Faces," creating his own unique and often painful makeup devices. (He later wrote the Encyclopedia Britannica entry on the subject of film makeup.) In 1930 his only sound feature was released—a remake of his earlier silent hit *The Unholy Three*. Chaney played three roles in this film, including a man masquerading as an old woman. The film and its star received critical acclaim but a month later Chaney was dead of throat cancer. His son, born Creighton Chaney, later changed his name to Lon Chaney Jr. and made his own career in horror films.

Film Crew

Film crews are more specialized than theater stage crews and include carpenters, electricians, cameramen, costumers, and many others. Unions are already making inroads in a film industry earning enough money to easily concede to most of their demands. Unlike their counterparts on the stage, members of film crews are rarely aspiring actors.

EARNINGS: Lower Middle class.

CONTACTS AND CONNECTIONS: The film industry, associated unions.

SKILLS: Art(s), Climb, Drive Automobile, Electrical Repair, Mechanical Repair, Photography.

Film Star

Movie stars and the film industry have captured the interest of America. Many stars are made "overnight" and most of them lead flashy, high-profile lives.

Many careers are lost with the introduction of talkies in the latter part of the decade. With the addition of dialogue, the arm-waving histrionics of silent actors give way to more subtle characterizations. John Garfield and Francis X. Bushman are forgotten for new stars such as Gary Cooper and Joan Crawford.

EARNINGS: Pauper to Wealthy.



CONTACTS AND CONNECTIONS: The film industry, newspaper critics, organized crime, actor's guild.

SKILLS: Art, Bargain, Disguise, English, Fast Talk, Persuade, Psychology.

SPECIAL: +1 to APP.

Musician, Jazz

Jazz musicians work in small combos and dance orchestras in large and medium-sized cities and towns. A few musicians living in large cities like Chicago or New York find steady work in their hometown but most spend significant amounts of time on the road, touring either by bus, by auto, or by train.

EARNINGS: Lower Class. Cash is paid by the night.

CONTACTS AND CONNECTIONS: Club owners, musicians' union, organized crime, street scene, drug pushers.

SKILLS: Art(s), Bargain, Fast Talk, Listen, Persuade, Psychology.



Bela Bartok

Composer, 1881-1945. Bartok, a Hungarian, was destined to become one of the most important composers of the 20th century. His works include six string quartets, the opera *Duke Bluebeard's Castle* (1911), numerous concertos for piano and orchestra, and the incredible *Mikrokosmos* (1926-1937). Bartok began studying music at the age of five and soon became an accomplished pianist and composer, eventually teaching piano at the Royal Hungarian Academy of Music in Budapest. Bartok later toured as a concert pianist, visiting the U.S. in 1927 and in 1928. During World War II, he moved to New York City and joined the staff of Columbia University.



John Barrymore

Actor, 1882-1942. Born John Sydney Blythe, Barrymore was the younger brother of his acting siblings, Ethel and Lionel, and descended from one of America's most famous theatre families. By the 1920s, John is the most highly regarded Shakespearean actor of his time, well known for his stage portrayal of Hamlet. Barrymore carried his successful stage presence to motion pictures making, among others, a silent version of *Dr. Jekyll and Mr. Hyde* (1920), a talkie version of *Moby Dick* (1930), and a chilling turn as the title character in *Svengali* (1931). He later became a popular radio actor as well.

Musician, Legitimate

Legitimate musicians are trained in schools and colleges. They strive for steady salaried employment in civic orchestras.

EARNINGS: Lower Middle class.

CONTACTS AND CONNECTIONS: Other musicians, the musicians' union, patrons.

SKILLS: Accounting, Art(s), Bargain, Listen, Persuade, Psychology.

Stage Actor

Although the theatre center of the U.S. is in New York City, there are major stages in most cities across the country. Touring companies travel by train, presenting new plays as well as classics by Shakespeare and others. Some companies spend considerable amounts of time working outside the U.S., touring Canada, Hawaii, Australia, and other places.

Many stage actors have a background in the classics and, considering themselves "legitimate," look down upon the commercial efforts of the film industry.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Theatre industry, newspaper critics, actor's guild.

SKILLS: Art, Disguise, English, Fast Talk, Persuade, Psychology.

SPECIAL: +1 to APP. Actors are skilled at disguising their emotions (when they wish to) and are difficult to analyze with Psychology. Lies and hidden motivations escape detection as the actor weaves a false reality for himself and others.

Stage Hand

Stage hands work behind the scenes of the theatre moving props, working lights, providing sound effects, and constructing and painting sets. Most, if not all, are aspiring actors awaiting their big chance. Aside from their regular chores they also play the parts of extras and often under-study for larger roles.

EARNINGS: Pauper to Upper Lower class.

CONTACTS AND CONNECTIONS: Theatre industry, actor's guild.

SKILLS: Art(s), Craft(s), English, Fast Talk, Disguise, Persuade, Psychology.

Stunt Man

The film industry employs many stunt man to simulate falls from buildings, auto crashes, and other catastrophes. There is no stunt man organization nor any regulation of the industry. Accidents are frequent.

EARNINGS: Upper Lower class.

CONTACTS AND CONNECTIONS: The film industry, various explosive and pyrotechnic firms, free lance inventors.

SKILLS: Climb, Disguise, Dodge, Drive Automobile, Electrical Repair, First Aid, Fist/Punch, Grapple, Head Butt, Jump, Kick, Mechanical Repair, Pilot Aircraft, Pilot Boat, Ride, Swim, Throw.

SPECIAL: +1 to CON and +1 to DEX. Subtract 1D3 points from any damage caused by an accidental fall. Drive and Piloting skills allow the stunt man to perform stunts or safely crash these types of vehicles.

Talent Agent

Agents work for authors, artists, actors, producers and others, either selling the artist, or his works.



Will Rogers

Entertainer, 1879-1935. Will Rogers was a cowboy, a star of stage and screen, a writer, and a homespun philosopher. Born in Indian territory in Oklahoma to parents of partial Indian descent, Rogers briefly attended military school in Missouri before heading to Texas in 1898, seeking work as a cowhand. His wanderlust later led him to Argentina and South Africa, where he worked in a Wild West show. Rogers first performed on an American stage in New York City in 1905, but gained real fame as part of the Ziegfeld Follies in 1916. He later appeared in motion pictures such as *A Connecticut Yankee* (1931) and *State Fair* (1933).

Rogers' newspaper column, where he told down to earth stories and dispensed philosophy, was also enormously popular (on stage, this patter is accompanied by elaborate rope tricks). Over three hundred newspapers carried his column, where he wittily commented on current events. In 1926 President Calvin Coolidge sent Rogers to Europe as America's "Ambassador of Good Will," which Rogers drily commented on in *Letters of a Self Made Diplomat to His President* (1927). Other books included *The Cowboy Philosopher on Prohibition* (1919) and *There's Not a Bathing Suit in Russia* (1927). Rogers was married to an Arkansas schoolteacher and had four children. He was killed in 1935 in a plane crash near Point Barrow, Alaska, along with famed pilot Wiley Post.



EARNINGS: Commission, Lower class and higher.

CONTACTS AND CONNECTIONS: Publishing industry, film industry, others.

SKILLS: Accounting, Bargain, Fast Talk, Law, Persuade, Psychology.

SPECIAL: Impervious to most Fast Talk.

Athletics

Athletics have been popular in the United States since the latter part of the 19th century. Organized amateur competition was long popular with local aristocracy, politicians, and other social types, but by the 1920s many of these amateur athletics clubs have evolved into social organizations that actually have very little to do with athletics.

Professional sports, long regarded as somewhat lower class, have become, with the development of the mass media, big business. Baseball is “the national pastime” featuring two leagues and an annual World Series; Babe Ruth earns more money than the president. Pro football is nowhere near as popular but is lately starting to at least draw as much attention as college football. Basketball leagues come and go as rules and regulations are continually sorted out and modified. Hockey is something done by Canadians.

Boxing is very popular, as well as professional wrestling. Professional golf and tennis have gained in popularity, due in part to the fact that these games can be enjoyed by the common man. Polo remains popular mostly with the upper crust.

Acrobat

Acrobats may be either amateur athletes competing in staged meets—possibly even the Olympics—or professional acrobats employed by circuses and carnivals. Some have begun amateurs and later turned pro.

EARNINGS: Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Amateur athletic circles, sports writers, circuses and carnivals.

SKILLS: Bargain, Climb, Dodge, Jump, Other Language, Throw, plus possible employment skills.

SPECIAL: +1 to STR and +1 to DEX, or +2 to DEX.



Isadora Duncan

Dancer, 1878-1927. Isadora Duncan is a pioneer in the development of modern dance. Born in San Francisco, she eschewed traditional ballet disciplines, preferring natural movements in her dances, which she performed barefoot, dressed in a Greek tunic. She became popular in the U.S. and abroad, and started many dance schools, all of them short lived. Duncan wrote an autobiography, *My Life* and, later, a collection of essays *The Art of the Dance*. She was killed in a freak auto accident in France in 1927.



Boxer/Wrestler

Boxers and wrestlers are managed by individuals or small teams of managers and trainers, and possibly backed by outside interests. Professional boxers and wrestlers work and train full-time. They are usually locked into contracts. Amateur boxing competitions abound, a training ground for the pros.

EARNINGS: Lower class to Lower Middle class.

CONTACTS AND CONNECTIONS: Boxing promoters, sports writers, organized crime.

SKILLS: Fist/Punch, Grapple, Dodge, Head Butt, Kick, Throw.

SPECIAL: +2 to CON, +1 to STR. Subtract 2 from EDU.

Golf Pro

Professional golfers are often from warm climates where the links are available year round. Most grew up working as caddies and/or grounds keepers, spending all their spare time golfing. Most golf pros hold steady jobs at privately-owned golf courses, giving lessons, socializing with club members, etc.

EARNINGS: Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Other pros, sports writers, wealthy and/or influential club members (doctors, lawyers, judges, businessmen, etc.)

SKILLS: Bargain, Club (golf club), Credit Rating, Persuade, Psychology, Spot Hidden.

SPECIAL: +1 to CON, -2 to EDU.

Manager/Coach

Usually ex-athletes too old to compete, managers and coaches direct teams, conduct practices, and plan strategies. Coaches of popular college football teams are some of the most well-known celebrities in sports, and highly-paid. Trainers of gymnasts and others become father-figures to their most gifted athletes, often forming long-lasting, personal relationships.

EARNINGS: Upper Lower to Upper Middle class.

CONTACTS AND CONNECTIONS: Athletic circles, sports writers, wealthy and influential alumnae.

SKILLS: Accounting, Bargain, Block, Dodge, Fast Talk, First Aid, Head Butt, Kick, Persuade, Psychology.

SPECIAL: +1 to SIZ.

Professional Sports Athlete

You play on a professional baseball, football, or basketball team. This may be a major league team with a reasonable, regular salary and national attention or—particularly in the case of baseball—one of many minor league teams, some of them owned and operated by major league owners. The latter pay barely enough to keep players fed and on the team. In any case, professional athletes spend a considerable amount of time on the road in buses and on trains.

EARNINGS: Lower class for minor leaguers, Lower Middle class and above for the majors.

CONTACTS AND CONNECTIONS: Sports personalities, sports writers, gamblers.



Kenesaw Mountain Landis

Baseball Commissioner and Judge, 1866-1944. Landis, born in Millville, Ohio, was an Illinois judge who later became the first commissioner of professional baseball. He was a well respected U.S. District Court judge in northern Illinois for several years. One of his most famous cases resulted in fines levied on the Standard Oil Company totalling over twenty nine million dollars. His fairness and incorruptibility led to his appointment as baseball commissioner. This followed the 1919 “Black Sox” scandal, in which the World Series was fixed by gamblers, allowing the Cincinnati Reds to defeat the Chicago White Sox. Landis steered the game away from further scandals, and was eventually elected to the Baseball Hall of Fame in 1944.



Babe Ruth

Baseball Player, 1895-1948. George Herman Ruth, better known as “The Babe,” “Bambino,” or “The Sultan of Swat,” was baseball’s first and greatest slugger. He was born in Baltimore, where he attended Catholic school. There a teacher noted his baseball skills and helped him begin his career. In 1914 Ruth joins the Boston Red Sox as a pitcher, a position where he earned some success. When the Sox traded him to the New York Yankees he played mostly in the outfield. In New York Ruth honed his slugging skills, hitting a record setting sixty home runs in 1927. When the Yankees built a new stadium, it quickly became known as “The House That Ruth Built.” He played in ten World Series and twice (in 1926 and 1928) hit three home runs in a single World Series game. Ruth’s personality and slugging skill made him the most popular player in baseball. In 1934 Ruth left the Yankees and played with the Boston Braves for one year before retiring from baseball. He was named to the Hall of Fame in 1936, and died of cancer twelve years later. His record of 714 career home runs stood for over forty years.

SKILLS: Block, Club (baseball bat), Dodge, Grapple, Head Butt, Jump, Kick, Spot Hidden, Throw.

SPECIAL: Add +1 to CON and +1 to either STR, SIZ, DEX, or movement rate. Subtract 2 from EDU

Swimmer/Diver

Most swimmers have had access to pools or suitable lakes while growing up; quite often they are the children of university athletic coaches. Most swimmers are amateurs; there are no professional swimming meets.

EARNINGS: Pauper.

CONTACTS AND CONNECTIONS: Amateur athletic world, sports writers.

SKILLS: Other Language, Swim, plus possible employment skills.

SPECIAL: Swimmers add +1 to their CON and +1 to their swim movement speed. Unless conditions dictate otherwise (freezing temperatures, strong currents, undertow, waves, etc.), accomplished swimmers are nearly impervious to drowning, capable of treading water nearly effortlessly for hours.

Tennis Pro

Most tennis players are from well-to-do families and more often than not from warmer climates where the sport can be played year round. A few pros tour the big money circuit, but most hold salaried positions at country clubs where they provide lessons to well-feathered club members.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Other tennis pros, sports writers, wealthy and/or influential club members (doctors, lawyers, judges, businessmen, etc.).



SKILLS: Bargain, Club (tennis racket), Credit Rating, Dodge, Jump, Persuade, Psychology, Spot Hidden.

SPECIAL: +1 to CON and +1 to DEX. Subtract 2 from EDU. A good build and a fine tan can add as much as +2 to APP, particularly when dealing with members of the opposite sex.

Track and Field

This includes all the various running, jumping, and throwing events. There are only a few professional events in the world and most competitors are amateurs.

EARNINGS: Pauper.

CONTACTS AND CONNECTIONS: Amateur athletic world, sports writers.

SKILLS: Climb, Dodge, Jump, Other Language, Throw, plus possible employment skills.

SPECIAL: Add +1 to CON, and either +1 to STR or movement speed.



Johnny Weismuller

Swimmer, 1904-1984. Johnny Weismuller set over sixty American and world swimming records in the 1920s, breaking the 100 yard free style record five times between 1922 and 1927. He won five Olympic gold medals, three in 1924 and two in 1928. In the 1930s Weismuller went on to play the lead role in a dozen Tarzan films for MGM and RKO, beginning with *Tarzan the Ape Man* (1932) and ending with *Tarzan and the Mermaids* (1948). For many, Weismuller's depiction of the Lord of the Apes was the definitive one. Weismuller was born in Windber, Pennsylvania.



Jack Dempsey

Boxer, 1895-1983. Born in Manassa, Colorado, Dempsey started boxing in mining camps in 1912, earning himself the nickname the "Manassa Mauler." Dempsey gained the heavy weight title in 1918 by knocking out Jess Willard, and successfully defended it three times before losing it to Gene Tunney in 1926. In a rematch with Tunney in 1927, Dempsey knocked Tunney down but failed to go to a neutral corner. The ensuing "long count" became infamous in boxing circles, as upwards of fifteen seconds passed before the referee reached the count of "Nine." Tunney got up and went on to win a much disputed ten round decision.

Trainer

Trainers are charged with the conditioning and physical well-being of the athletes. They are usually employed by college or professional teams, although some of the more successful trainers may have private practices.

EARNINGS: Lower to Upper Lower class.

CONTACTS AND CONNECTIONS: Athletic world. Possibly medical professionals.

SKILLS: Fast Talk, First Aid, Medicine, Persuade, Pharmacy, Psychology.

SPECIAL: Trainers enjoy a special skill called Sports Medicine beginning at 1D20+40 points. In game terms it can be used to splint, brace, or otherwise repair an injured limb so that it remains at least semi-functional. This can be used to put an investigator with a sprained ankle temporarily back on his feet.

Business

Business booms through most of the 1920s, a period of unprecedented growth in the U.S. Note that the descriptions below pertain to conditions before the Wall Street Crash of 1929. Once the Great Depression sets in, many things change.

Most lower and middle level business occupations offer but little chance to come into contact with strange mysteries. At the higher levels, however, individuals sometimes become investigators after being asked to help finance expeditions or research, or through some antiquity they have collected.

Accountant

Although the accounting department is essential to any business endeavor it is usually outside the mainstream of the company. Few, if any, are ever promoted out of Accounting.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: Other accountants.

SKILLS: Accounting, Accounting, Accounting, Credit Rating.

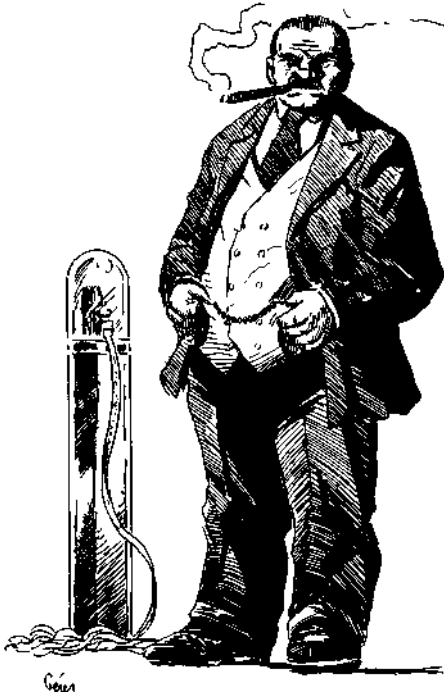
Barber

Barbers are licensed by the state—a practice dating back to the days when barbers were also surgeons. During the 1920s barbers vigorously campaign against female owned and operated "hair-dressing salons" where hair is being cut without the requisite licenses.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Depends on barber's particular clientele.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Persuade, Psychology, Straight Razor.



Clerk

The lowest level white-collar position. Clerks are habitually underpaid and the work is drudgery. They hope to gain a managerial position someday.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Other office workers.

SKILLS: Accounting, Bargain, Credit Rating, English, Fast Talk, Persuade, Psychology.

Company Officer/Executive

These are high-paying positions in large national and multinational corporations. Chairman of the Board is usually the highest title, followed by one or more Presidents and often near-countless vice-presidents. Other executives are titled managers, and wait impatiently for promotion.

Occupations are available in any manufacturing industry—the auto industry being one of the largest—or light and power, banking, or even the news and film industries.

Although bachelors are not infrequent, most executive types are family men with wives and children. It is often expected of them.

EARNINGS: Upper Middle class to Wealthy.

CONTACTS AND CONNECTIONS: Business and finance worlds, old college connections, Masons or other fraternal groups, local and federal governments. Advertising budgets may afford you leverage in the newspaper and magazine industry.

SKILLS: Accounting, Bargain, Credit Rating, English, Fast Talk, Persuade, Psychology.

SPECIAL: Add 20 bonus points (35 for a company officer) to Credit Rating.

Salesman

An integral part of many businesses, salesmen maintain small offices at company headquarters but spend much of their time on the outside meeting clients, buying lunches, and sharing drinks. Salesmen are likely to change employment from one company to another, almost effortlessly. Some sell product, others services; some sell advertising space in newspapers and magazines, or on radio broadcasts.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Particular to the specific area of business or industry the salesman is involved with.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Persuade, Psychology.

SPECIAL: Salesmen are nearly impervious to Fast Talk or Persuade, and Psychology usually reveals little about them other than a desire to sell their product or service. Once the salesman is better known to a person, Psychology is more effective.

Secretary

A position that ranges from high-paid private executive assistant to the typing pool. Men occasionally serve at the higher positions but the lower levels are almost exclusively female.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: Other office workers.

SKILLS: Accounting, Credit Rating, English, Fast Talk, Persuade, Psychology.

SPECIAL: Special skills include such things as Typing and Shorthand, the latter of particular use in certain situations.



Howard Hughes

Business Owner, 1905-1976. Howard Hughes was a success in a number of business ventures, ranging from aviation, to motion picture production, to tool manufacturing. Hughes was born in Houston, Texas. Orphaned at the age of seven teen, he quit school to take over his father's Hughes Tool Company in Houston. In the early 1930s Hughes began producing motion pictures, among them *Hell's Angels* (1930), *The Front Page* (1931), and *Scarface* (1932). His films introduced such cinematic legends as Jean Harlow, Paul Muni, and Jane Russell.

An avid flyer, he set several aviation speed records in the late 1930s, and started Hughes Aircraft Company in Culver City, California. In the 1940s he became involved with RKO Pictures, buying controlling interest and then the company itself. Later he sold, repurchased, and finally sold the company again in 1954; he stayed on RKO's board of directors until 1957. Always a recluse, Hughes disappeared from the public eye in the 1950s. After his death in 1976 it was revealed that Hughes had been in terrible health for many years due to the poor diet and living conditions he had forced upon himself.

Shopkeeper

The owner of a small shop, market, or restaurant is a self-employed person with few, if any, employees. Family members often work the business, and the owner usually lives in an apartment behind or above the store. In the 1920s many women open their own hairdressing and millinery shops.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: Local residents, local police, local government.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Persuade, Psychology.

SPECIAL: Add 20 points to Credit Rating.

Small Business Owner

Small businesses employ a dozen or more people and are usually built up by the owner from scratch. A small manufacturing plant, a print shop, a machining or plating outlet, or a design company would all qualify. Although perhaps successful and monied, the small business owner's background is usually middle class, at best.

This character knows how to do every job in the place, probably better than most of his employees.

EARNINGS: Middle to Upper class.

CONTACTS AND CONNECTIONS: Those within the realm of his particular business and finance needs: bankers, suppliers, customers, etc.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Persuade, Psychology.

SPECIAL: Add 20 points to Credit Rating; add an extra 30 points to any skill or skills applicable to your business, due to your wide experience and background.



Henry Ford

Auto Tycoon, 1863-1947. Born on a farm in Michigan, Henry Ford was a pioneer of American manufacturing. He worked as a machinist in Detroit while experimenting with engines and in 1896 completed his first crude automobile. In 1903 he started the Ford Motor Company, at first producing slow, expensive models. Developing mass production techniques allowed Ford to lower the cost on his cars, and by 1927 he had sold over fifteen million of his Model Ts.

Ford is generous with his success, and in 1914 began sharing profits with his employees. He also lowered working hours and raised the minimum wage considerably. These and other practices brought friction from his stockholders, so Ford bought them out in 1919, ensuring that his family would control the company unimpeded even after his death. Though initially opposed to U.S. involvement in the Great War, Ford later turned his factories to aiding the war effort. He developed the V 8 engine, and became involved in many philanthropic interests, including the Ford Foundation. Established in 1936, the Ford Foundation was the world's largest philanthropic organization.



Joseph Kennedy

Investor, 1888-1969. Joseph Patrick Kennedy was one of the richest and most powerful businessmen in America. Kennedy was born in Boston and graduated from Harvard. In 1913, at the age of twenty five, Joe Kennedy took control of a Boston bank and thus became the youngest bank president in the country. A year later, he married Rose Fitzgerald, the daughter of Boston's mayor. The Kennedys had four sons, one of whom died in World War II while the others went on to become senators and a president. Joe Kennedy himself became embroiled in politics in 1934 when President Franklin Delano Roosevelt appointed him to the Securities and Exchange Commission. He later served as chairman of that organization, and also of the U.S. Maritime Commission (1937), and was ambassador to Great Britain from 1937-1940. Much of Joe Kennedy's fortune was made via shrewd investments, but illegal bootlegging activities are also said to have helped fill Kennedy coffers.

Stock Broker

Brokers are licensed by the state and approved by the exchange. You may work out of an office or right on the trading floors of one of New York's big boards, Chicago's Commodities Market, or San Francisco's Pacific Stock Exchange.

EARNINGS: Upper Middle class to Wealthy.

CONTACTS AND CONNECTIONS: Business and finance worlds, hungry investors.

SKILLS: Accounting, Bargain, Credit Rating, English, Fast Talk, Persuade, Psychology.

SPECIAL: Add 30 points to your Credit Rating.

Switchboard Operator

Another position held almost exclusively by women. Company phone systems are large and incoming calls must be routed to the proper party by hand. Short patch cords are used to connect incoming calls with the proper office. A pleasant phone voice is considered a plus.

Although the phone company still employs many operators, automatic switching equipment is already being installed which handles the vast majority of local calls.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Other office workers. Also, operators can listen in on phone calls at will. They usually know more of the intimate details of a corporation or office than anyone else.

SKILLS: Credit Rating, English, Fast Talk, Listen, Persuade, Psychology.

Traveling Salesman

It is the decade of the entrepreneur and the traveling salesman is a part of everyday life. Some work directly for companies and others on consignment, but most live and die by

commission. Some are restricted to certain territories but others are free to roam and seek out prospects wherever they might be found. Brushes, vacuum cleaners, and encyclopedias are only a few of the many items currently sold door-to-door.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Few.

SKILLS: Accounting, Bargain, Drive Automobile, Fast Talk, Navigate, Persuade, Psychology.

SPECIAL: +1 to CON. Traveling salesmen are generally impervious to Fast Talk and Persuade. Psychology is mostly ineffective, unless the salesman is well-known to the person.

Clergy

Members of the clergy are exposed to odd mysteries more often than many other occupational types. Parishioners confessing crimes or sins, seeking aid, or asking for an explanation of their strange dreams often lead a member of the clergy to life as an investigator. Additionally, anomalies are often stumbled upon during the course of researching old tomes, or when on mission in some far corner of the globe. Some have even been drawn in when called upon to perform an exorcism, or rid a person or house of a curse.

Bible Salesman

Not restricting themselves to Bibles, these travelers spread the word of God through tracts, subscriptions, and other devices.

EARNINGS: Lower to Upper Lower class.

CONTACTS AND CONNECTIONS: Religious publishers.

SKILLS: Accounting, Bargain, Persuade, Psychology.

SPECIAL: +1 to CON.

Catholic Priest

Priests are celibate, and answer directly to the hierarchy of the Catholic Church and the Pope. The Church usually assigns priests to their respective parishes, or sends them on missions. Priests may rise through the ranks of bishop, archbishop, and cardinal. Many are trained in professional skills, acting as doctors, lawyers, and scholars.

EARNINGS: Upper Lower to Upper Middle class.

CONTACTS AND CONNECTIONS: Church hierarchy, local congregation, community leaders. Priests bear witness to confessions and though they are not at liberty to divulge such secrets, they are free to act upon them.



Patrick J. Hayes

Priest, 1867-1938. Hayes was a cardinal in the Roman Catholic Church in New York City, where he was born. He was ordained in 1892 and in 1919 was appointed archbishop of New York. He helped create many New York Catholic charities, for which he developed a loyal following both in the church and among the people. Hayes was made a cardinal in 1924.



SKILLS: Accounting, Bargain, Credit Rating, English, Latin, Library Use, Occult, Other Language, Persuade, Psychology.

SPECIAL: Add 20 bonus points to Credit Rating.

Charismatic Cult Leader

America has always generated new religions, from the New England Transcendentalists to the Latter-Day Saints, as well as many others. During the 1920s any number of charismatic cult leaders emerge. Some espouse forms of Christianity while others incorporate Eastern mysticism and occult practices. These groups are particularly familiar to America's West Coast but are found all around the country in different forms. The southern Bible Belt supports many traveling tent shows featuring song, dance, and gospel revival.

EARNINGS: Upper Lower to Upper Middle class.

CONTACTS AND CONNECTIONS: Possibly movie stars, rich widows, others.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Persuade, Psychology.

SPECIAL: +1 to APP.



Deacon/Elder

A deacon or other type of elder is a lay member of the church serving in an official capacity as an officer or director of church activities and business.

EARNINGS: Unpaid.

CONTACTS AND CONNECTIONS: Church hierarchy, the congregation, local business and community leaders.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Persuade, Psychology, plus employment skills.

SPECIAL: Add 10 bonus points to Credit Rating.

Itinerant Preacher

Itinerants are usually dusty, ragged preachers traveling the country on foot, spreading the word of God on street corners and in parking lots. Many proclaim the forthcoming end of the world.

EARNINGS: Pauper to Lower class.

CONTACTS AND CONNECTIONS: Speaks with God.

SKILLS: Bargain, English, Fast Talk, Hide, Persuade, Psychology, Sneak.

SPECIAL: Most suffer a penalty of minus 20 sanity points from beginning current sanity but, being half-mad already, are usually impervious to the effects of temporary insanity—although they lose sanity points as normal.

Missionary

Most often a Catholic Priest or Protestant Minister, missionaries visit remote corners of the globe dispensing the word of God to the unfortunate primitives. Mormons are also called upon to perform missions, but these are often in urban areas including parts of the U.S. Being sent on a two-year mission to Los Angeles is not impossible.

Laymen also serve as missionaries. They are often professionals: doctors or other skilled types.

EARNINGS: Pauper to Lower Middle class.

CONTACTS AND CONNECTIONS: Church hierarchy, foreign officials.

SKILLS: Anthropology, Bargain, English, Occult, Other Language, Persuade, Psychology.

SPECIAL: +1 to CON.



Aimee McPherson

Sister, 1890-1944. Aimee Semple McPherson was born in Canada, destined to become one of the most popular evangelists of her day. Early in her career, McPherson worked as a missionary in Hong Kong with her husband, an evangelist named Robert Semple. When he died, she and her daughter returned to the U.S., where she toured the country performing very theatrical revival services, eventually becoming known as "Sister Aimee." A popular and vivacious figure, her sermons (performed both in person and on the radio) stressed salvation, the Second Coming of Christ, and divine healing. McPherson built a radio station, edited a magazine, and founded the International Church of the Foursquare Gospel (1927) and the Lighthouse of International Foursquare Evangelism Bible College. She built the Angelus Temple in Los Angeles in 1922. At the height of her career in the 1930s, Aimee Semple McPherson's gospel was taught in over two hundred missions across the country. She died from an overdose of barbiturates in 1944.

Protestant Minister

Protestant ministers run a range of types from the robed priests of the Episcopal Church, to the suited professionals of the Unitarians, to the fire-and-brimstone evangelist preachers.

EARNINGS: Lower Middle to Upper Middle class. Some are full-time salaried, others serve without compensation.

CONTACTS AND CONNECTIONS: Specific church hierarchy, congregation, local community leaders.

SKILLS: Accounting, Bargain, Credit Rating, English, Library Use, Persuade, Psychology.

SPECIAL: Add 10 bonus points to Credit Rating.

Rabbi

Rabbis are scholars and advisors, trained in the Hebrew faith. They usually practice in the neighborhood where they grew up.

EARNINGS: Lower class to Upper Middle class.

CONTACTS AND CONNECTIONS: Jewish scholars, the local Jewish community.

SKILLS: Credit Rating, English, Hebrew, History, Library Use, Occult, Other Language, Persuade, Psychology.

SPECIAL: Add 30 bonus points to Credit Rating.

Criminals

Prohibition led to the rise of organized crime. Ethnic street gangs took advantage of the ban on alcohol to corner the black market, warring with one another for the right to sell liquor and beer to a thirsty public. Once organized crime had its initial foothold, it would never disappear from America.

Bank Robber

Bank robbers are independent operators. While the East Coast and to some extent the West Coast are controlled by the urban gangs, these foot-loose criminals are most commonly found in the vast Midwest. Bonnie and Clyde, John

Dillinger, Baby-Face Nelson, and Pretty Boy Floyd are only a few of the many. Working in small gangs, bank robbers stay on the move, criss-crossing the country in stolen cars, robbing and murdering, and looting National Guard armories for firearms and ammunition. They sometime have “Robin Hood” reputations, supposedly burning unregistered mortgages at banks. They rarely commit crimes against the working class, but some have found profit kidnaping businessmen and bankers, then holding them for ransoms.

EARNINGS: Variable.

CONTACTS AND CONNECTIONS: You and the members of your gang probably have an extended network of family and friends scattered across the country. Common folk will often help you out: hiding you in a barn, misdirecting law officers, etc.

SKILLS: Club, Conceal, Drive Auto, Firearms, Fist/Punch, Grapple, Head Butt, Kick, Knife.

SPECIAL: -6 to EDU. Bank robbers are immune to sanity losses resulting from violence committed against humans. However, they begin with a penalty of 10+1D6 subtracted from their sanity points. Each harbors a secret phobia known only to the keeper, as well.

Bookie

An illegal occupation involving the handling of bets placed on sporting events, political elections and, in particular, horse racing. A bookie often keeps a restaurant or other legitimate business up front, operating multiple phone lines and a tote board in the back.

EARNINGS: Middle to Upper class.

CONTACTS AND CONNECTIONS: Organized crime, gamblers, local police, sports figures.

SKILLS: Accounting, Bargain, Conceal, Credit Rating, Fast Talk, Persuade, Psychology.

SPECIAL: -2 to EDU.

Bootlegger/Thug

The soldiers of organized crime. Tough, mean, and loyal, they transfer beer shipments, intimidate enemies, collect debts, and hijack rival gangster’s trucks. Arrested, they are expected to take the fall for the gangsters above them. They usually serve only short jail sentences, the mob supporting their families in exchange for their silence and loyalty. Once released they are back in the gang’s “family,” and often in line for possible promotion.

Free lance thugs work as muggers, stick-up men, and armed robbers.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: Organized crime, street scene, local cops, the local ethnic community.

SKILLS: Club, Conceal, Drive Auto/Truck, Firearms, Fist/Punch, Grapple, Head Butt, Kick, Knife.



SPECIAL: -6 to EDU. Sanity losses resulting from witnessing violence against humans are reduced to half the rolled loss. Thugs begin with a penalty of 10+1D6 subtracted from their beginning sanity. They also suffer from a secret phobia.

Burglar

Burglars are independent operators though they occasionally employ partners. Cat burglar or otherwise, most prefer to leave little trace of their comings and goings.

EARNINGS: Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Fences, other burglars. Most keep a low profile.

SKILLS: Conceal, Climb, Hide, Jump, Listen, Locksmith, Sneak, Spot Hidden.

SPECIAL: -4 to EDU. 20 point bonus to Spot Hidden skill.

Con Man

Confidence men are smooth talkers. Working alone or in teams, they descend on communities, fleecing citizens of their hard-earned savings. Some schemes are elaborate, involving teams of scam men and rented buildings; others are simple affairs, transactions requiring only one con man and no more than a few minutes.

EARNINGS: Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Other con men. Denver, Colorado, is known as a “safe home” to hundreds of hustlers. Here, con artist Lou Blonger completely controls the police and government and keeps as many as 500

con men under his control, taking a percentage from each one of them.

SKILLS: Bargain, Disguise, Fast Talk, Listen, Persuade, Psychology, Spot Hidden.

SPECIAL: Immune to Fast Talk and Persuade; even Psychology is ineffective unless the user knows the con man well.

Fence

Fences are the receivers of stolen goods. They pay rates as low as ten cents on a dollar when they purchase, store, and resell hot merchandise. Pawn shops are particularly good fronts for fencing operations. Others store their goods in warehouses or even their own homes.

EARNINGS: Lower Middle to Upper Middle class, depending on types of goods fenced.

CONTACTS AND CONNECTIONS: Street criminals, organized crime, police, your suppliers and customers from the local community.

SKILLS: Accounting, Bargain, Conceal, Credit Rating, Fast Talk, Persuade, Psychology.

SPECIAL: -4 to EDU.

Forger/Counterfeiter

The artists of the criminal world, they specialize in forging official deeds and transfers and providing phony signatures. The beginners work manufacturing fake ID for petty criminals; the best engrave plates for counterfeiting U.S. currency.

EARNINGS: Upper Lower to Upper Middle class.

CONTACTS AND CONNECTIONS: Organized crime, street criminals, businessmen.

SKILLS: Accounting, Art, Bargain, Conceal, Craft, Spot Hidden, Persuade, Psychology.

SPECIAL: Special skills Art (Drawing), Art (Engraving), knowledge of inks, paper, printing processes, etc.



Al Capone

Gangster, 1899-1947. Born Alphonse Capone in Naples, Italy, Al Capone came to New York City with his family as a youngster, and only later moved to Chicago. The results of a youthful knife fight earned him the nickname Scarface. Capone and his Chicago gang eventually came to control most of the illegal bootlegging, prostitution, and gambling operations in that city. Capone's gang brutally murdered many rival gang leaders, eventually committing the infamous St. Valentine's Day Massacre of 1929, in which seven men were machine gunned to death. He avoided conviction for any of these crimes through the fear instilled by his gang. Finally convicted of federal tax evasion in 1931, he spent eight years in prison. Upon release, Capone retired to Miami, where he later dies.

Gambler

Gamblers are the dandies of the criminal world. Sharp dressers, they usually possess some sort of charm, either earthy or sophisticated. Race track touts smoke cigars and wear pork pie hats and loud sport jackets. More sophisticated gamblers frequent the illegal casinos operated by organized crime. Some fly to Cuba for weekends of gambling and legal drinking. A few are known as poker players and are often involved in lengthy, high-stakes games where they may even be backed by outside investors. The lowest frequent alleys and dives, playing craps with loaded dice, or hustling in pool halls.

EARNINGS: Lower to Upper Middle class.

CONTACTS AND CONNECTIONS: Bookies, organized crime, street scene.

SKILLS: Accounting, Bargain, Conceal, Fast Talk, Listen, Persuade, Psychology, Spot Hidden.

SPECIAL: Add +2 to POW when calculating Luck.

Gangster

Gangsterism rose to prominence in the 1920s. Neighborhood ethnic gangs who had heretofore limited their activities to local protection schemes and small gambling rackets discovered the immense profits to be made in the illegal beer and liquor industry. Before long they controlled whole sections of cities and warred with one another in the streets. Though most gangs are of ethnic origin—Irish, Italian, and Jewish in the main—gangsters of nearly all nationalities are found within the ranks.

Aside from illegal liquor, organized crime deals in prostitution, protection, narcotics, gambling, and many other forms of corruption.

Gangsters keep plush offices in desirable downtown locations. Although some prefer to keep a low profile, many are flashy individuals desirous of attention and publicity. Sharp dressers, they are often charming in public, though dangerous in private.

A gangster character could be the boss of a whole city, part of a city, or merely an underling gangster that works for the boss. Underlings usually have specific areas of responsibility such as overseeing liquor shipments, collecting protection money, etc.

EARNINGS: Middle class to Wealthy.

CONTACTS AND CONNECTIONS: Organized crime, street scene, police, city government, politicians, judges, D.A.s, unions, etc., as well as the local ethnic community and possibly the local church. Your loyal underlings protect you from connection to actual crimes and are willing to go to prison for you.

SKILLS: Bargain, Club, Conceal, Drive Auto, Firearms, Fist/Punch, Grapple, Head Butt, Kick, Knife, Persuade, Psychology.

SPECIAL: -6 to EDU. Most gangsters are immune to sanity losses resulting from witnessing a murder, viewing a

corpse, or seeing violence perpetrated against a human being. All gangsters subtract 10+1D6 points from their beginning sanity—a result of the sort of lives they’ve led. Gangsters also harbor a secret phobia to be chosen by the keeper and exposed when the investigator least expects it. American-born Italian gangsters begin with 1D20+20 points in Italian.

Hit Man

Hit men are the cold-blooded killers of the underworld. Usually hired from somewhere out of town, they arrive, do their work, then quickly disappear. Sociopaths, they seem to lack the ability to empathize with other human beings. Despite this, many marry, raise children, and in all other ways behave like model citizens.

EARNINGS: Upper Lower to Upper Middle class.

CONTACTS AND CONNECTIONS: Few, mostly underworld; people prefer not to know them too well.

SKILLS: Bargain, Club, Conceal, Firearms, Fist/Punch, Grapple, Head Butt, Kick, Knife, Sneak, Hide.

SPECIAL: -6 to EDU. Immune to sanity losses resulting from violence committed against human beings. Hit men begin with a penalty of 20+1D6 points subtracted from their current sanity and harbor 1D2 secret phobias.

Hooker

Depending on circumstance, breeding, and background, a prostitute may be an expensive call girl, brothel whore, or street walker.

EARNINGS: Lower to Upper Middle class.

CONTACTS AND CONNECTIONS: Street scene, police, possibly organized crime, personal clientele.

SKILLS: Bargain, Conceal, Fast Talk, Hide, Persuade, Psychology.

SPECIAL: +1 to APP, -2 to EDU.

Loan Shark

A loan shark makes a specialty of lending money at exorbitant interest rates. Loan sharks usually have thugs working for them to collect overdue payments and extract vengeance on bad debtors.

EARNINGS: Middle to Upper class.

CONTACTS AND CONNECTIONS: Organized crime, gamblers, police, any debtor owing him a favor.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Persuade, Psychology.

SPECIAL: -2 to EDU.

Pick Pocket

Pick pockets lead desperate, furtive lives. Often they know one another, occasionally teaming up to perform more



Bonnie & Clyde

Bank Robbers Bonnie Parker and Clyde Barrow (1911-1934, 1909-1934). Bonnie and Clyde are infamous even among their fellow thieves. Their reputation for needless bloodshed and murder, and their tendency to abandon wounded or surrounded gang members make them among the most hated and feared of the depression era bank robbers. Clyde Barrow was born to a poor family in rural Texas. His older brother Buck was a thief as well, and led Clyde into a life of crime while he was still in his teens. Clyde already had a reputation as a robber when he met the thrill seeking Bonnie Parker in 1930. But shortly afterward Clyde was caught and jailed for almost two years.

When paroled in 1932, Bonnie joined him and the pair committed a string of robberies through Texas, Oklahoma, Missouri, and New Mexico. They preferred small pickings: gas stations, restaurants, and small town banks and businesses—their most lucrative robbery yielding only \$1500. Despite their small time targets, Bonnie and Clyde seemed enamored of senseless violence. Clyde once killed a sheriff and a deputy at a dance, and Bonnie shot a traffic cop for no particular reason. These were needless crimes, indicative of the carefree way they and their gang lived.

Clyde’s brother Buck and his wife joined their gang for a while, as did other minor thugs. They lived on the road, camping out in the wilderness or forcing themselves on farm families. In 1933 Clyde abandoned Buck and his wife in Louisiana when a posse surprised them. The following year Bonnie and Clyde were betrayed by an accomplice and gunned down in a shootout with police near Gibsland, Louisiana.

intricate maneuvers: one making the actual snatch then quickly handing off the prize to the passing partner and relieving himself of any evidence.

EARNINGS: Lower to Upper Lower class.

CONTACTS AND CONNECTIONS: Street scene; also a few cops from previous pinches. Pickpockets often serve as police informants, which can be a dangerous business in this time of gangsters.

SKILLS: Conceal, Fast Talk, Hide, Listen, Sneak, Spot Hidden.

SPECIAL: -4 to EDU.

Punk

The typical young street hood, possibly looking for a chance to hook up with real gangsters. Experience is probably limited to stealing cars, shoplifting, mugging, and burglary.

EARNINGS: Pauper to Lower class.

CONTACTS AND CONNECTIONS: Street criminals, other punks, the local fence, maybe the local gangster, certainly the local police.

SKILLS: Club, Fist/Punch, Grapple, Head Butt, Kick, Knife, Pick Pocket, Throw.

SPECIAL: -6 to EDU.



Shifty Accountant/Lawyer

Organized crime needs its lawyers, accountants, and other business personnel. Due to the nature of their work they are usually kept segregated from the actual crimes, pretending not to know what their employers are really up to. Nevertheless, most are recognized underworld figures well known to the police, the press, and the public as well.

EARNINGS: Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Organized crime, finance, D.A.s and judges.

SKILLS: Accounting, Bargain, Credit Rating, English, Fast Talk, Law, Persuade, Psychology.

SPECIAL: Due to your position, you can usually lay your hands on large amounts of money—although skimming is a risky business.

Smuggler

Smuggling is always a lucrative business. During the 1920s most smugglers were involved in the alcohol trade, although some dealt in morphines, and a few in illegal firearms.

Illegal liquor is brought into the country along both the East and West Coasts by large ships anchoring offshore then unloading into small launches. Additional quantities of liquor come in through Canada, either crossing the long border in trucks, or shipped over the Great Lakes. High speed launches regularly run liquor across the narrow Detroit River from Windsor to Detroit, counting on their speed to outrun police and Coast Guard vessels constantly on patrol. Cuba is another favorite spot from which both planes and boats are launched toward Florida.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Organized crime, Coast Guard, U.S. Customs officials.

SKILLS: Accounting, Bargain, Conceal, Fast Talk, Firearms, Listen, Navigate, Other Language, Persuade, Pilot Aircraft, Pilot Boat, Psychology, Spot Hidden.

Spy

Foreign spies in the U.S. were uncommon prior to the War. Since that time, however, more attention has been paid to America. Most spies work for hostile governments but even the friendliest of allies try to keep tabs on one another.

Spies are sometimes foreign ambassadors or embassy workers. Others work under deep cover, posing as members of the community, working a normal job, even marrying and raising families.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Generally only the person the spy reports to, and any help or connections he may have developed under cover. Specific contacts depend on what the spy's aims are, although they are more than likely involved with the federal government. Spies also know the location of a local safe house or two where investigators on the lam might hide out.

SKILLS: Bargain, Disguise, Fast Talk, Firearms, Hide, Knife, Listen, Other Language, Persuade, Psychology, Sneak, Spot Hidden.

SPECIAL: Although exceptions to the rule might arise, spies are generally immune to Fast Talk, Persuade, and Psychology.

Journalism

Journalism reaches new heights in the 1920s. Spurred on by such figures as William Randolph Hearst, popular journalism now includes newspapers, magazines, film, and radio. Huge syndicates own chains of papers across the country, supplemented by national magazines and investments in other media. By nature and profession curious, investigators with journalistic occupations often come into contact with elder secrets while tracking down a story. Murders, cult raids, and strange phenomena all attract a journalist's attention.

Columnist

Columnists are the celebrities of the newspaper world, well known to their readers. Usually ex-reporters, they work in the office, or at home, often writing one column per day, five or six days a week. Some are sports columnists, others write for business and finance, society, or the entertainment

industry. There are columns giving advice to the love-lorn and even astrology columns. The most sophisticated and popular columnists are syndicated to newspapers around the country.

EARNINGS: Lower Middle to Upper Middle class.

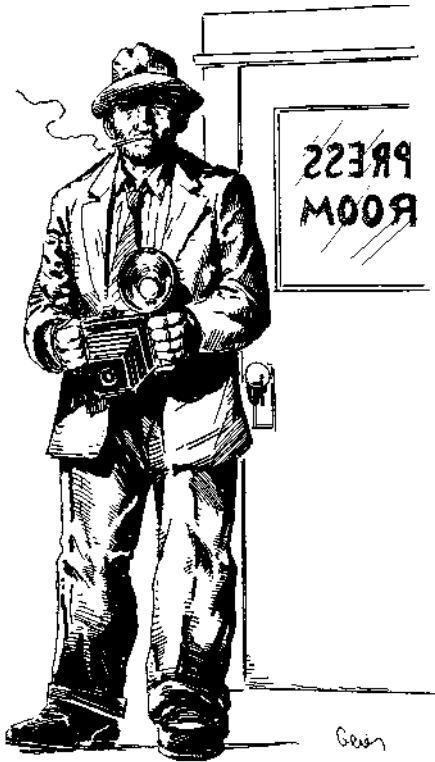
CONTACTS AND CONNECTIONS: News industry, others depending on the type of column written.

SKILLS: Bargain, Credit Rating, English, Fast Talk, Persuade, Psychology.

Copywriter

Newspapers and others employ copywriters to turn slapdash reporting into readable prose. Some are given additional responsibilities carrying with them titles like "Religion Editor."

EARNINGS: Upper Lower to Middle class.



CONTACTS AND CONNECTIONS: Local news industry, reporters and editors in particular.

SKILLS: English, Fast Talk, Listen, Persuade, Psychology.

Editor

Editors work in the office, assigning reporters stories, writing editorials, dealing with crises, and meeting deadlines. Occasionally they edit. Large newspapers have many editors, including managing editors more involved with business than news. Other editors specialize in business, sports, or some other area. Small newspapers may have only a single editor who, in fact, may also be the owner as well as the only full-time employee.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: The news industry, local government, others.

SKILLS: Accounting, Bargain, Credit Rating, English, Fast Talk, Persuade, Psychology.

Foreign Correspondent

Foreign correspondents are the elite of reporters. They work on salary, enjoy expense accounts, and travel the globe. The work is often exciting and sometimes hazardous.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: The worldwide news industry, foreign governments, military, possibly others.

SKILLS: Bargain, Conceal, Fast Talk, Hide, Other Language, Persuade, Psychology, Sneak.



Walter Winchell

Columnist, 1897-1972. Winchell worked his way up from playing vaudeville to become a popular newspaper columnist and radio and television commentator. He was born in New York City and attended public schools before hitting vaudeville. In 1920 he started writing articles for *The Vaudeville News*, and later moved on to writing articles and columns for other papers.

Winchell's gossip columns were the first of their type to become staples in daily newspapers. His often scandalous gossiping made him many enemies in political and entertainment circles but the public clamored for this "dirt." Other writers imitated his column, which gained national circulation in 1929 through the *New York Daily Mirror*. Winchell's writing made use of a number of unique words he himself coined, such as "middle aisled" for married.

SPECIAL: Veteran journalists who have covered violent events may avoid sanity losses due to human death or maiming. War correspondents enjoy similar immunity. Keepers must judge the circumstances depending on the journalist's precise background.

Photojournalist

Photojournalists are reporters that use cameras. A true photojournalist is expected to write prose to accompany his photo articles.

Newsreels come into being in the 1920s. Heavy, bulky 35mm film equipment is hauled around the globe in search of exciting news stories, sporting events, and bathing beauty pageants. Thrills and danger are the key words in the newsreel industry.

Newsreel teams usually number three, one of them an actual reporter who writes the copy while the other two handle the camera, lights, etc. Voice-overs are done at the home studio, based on the written copy.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: The news industry, possibly film and camera manufacturers.

SKILLS: Climb, Bargain, English, Fast Talk, Jump, Other Language, Persuade, Photography, Psychology.



Richard Harding Davis

Correspondent, 1864-1916. Davis was an adventurous war correspondent for the *New York Herald* and the *London Times*. He was born in Philadelphia, the son of novelist Rebecca Harding Davis and Philadelphia newspaperman L. Clark Davis. Richard Harding Davis covered the revolution in Cuba in 1895, and the Spanish American, Greco Turkish, Boer, and Russo Japanese Wars, in addition to the first World War. In times of peace he traveled the world writing magazine articles about his journeys. He also wrote a number of short stories, plays, and novels. His style of writing and reporting was dramatic and sensational, occasionally to the point of exaggeration of the facts.



Radio Announcer

The radio industry booms in the 1920s as this magical new medium captures the nation's imagination. The radio announcer/celebrity is just coming into his own.

EARNINGS: Middle to Upper class.

CONTACTS AND CONNECTIONS: The radio and news industry, possibly Hollywood, others depending upon the content of the radio show.

SKILLS: Bargain, Credit Rating, English, Fast Talk, Persuade, Psychology.

Reporter

Reporters work mostly outside the office, gathering stories. Some are assigned to specific beats like the police station or the sports scene. Others cover social events and garden club meetings. The most experienced are made investigative reporters who are allowed to track down their own stories. These latter are most often responsible for exposing government corruption, organized crime, or other malfeasance.

Reporters carry "press passes" but these are of little value other than to identify an individual as employed by the newspaper. The real work is similar to that of a private detective and reporters usually have to resort to subterfuge to gain the information they really want.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: Aside from the news industry, many possibilities exist: government and politics, finance, manufacturing, the sports industry, the police department, organized crime, the street scene, and high society, to name a few. Most reporters settle in a particular area where they are most effective. Few, if any, develop all these possible connections.

SKILLS: Bargain, Climb, Conceal, Disguise, English, Fast Talk, Hide, Jump, Listen, Persuade, Psychology, Sneak, Spot Hidden.

SPECIAL: Depending upon the beat the reporter covers, he may have grown calloused to the sight of human violence and suffering and may suffer reduced or negated sanity losses for witnessing such things.



Melville Elijah Stone

Editor, 1848-1929. Melville Stone founded the *Chicago Daily News* in 1876, and was general manager of the Associated Press from 1893-1921. Born in Illinois, Stone's first newspaper assignment was with the *Chicago Tribune* in 1875. In 1881 he and a partner bought the *Chicago Morning News*, which he renamed the *Chicago Record*. Stone left the U.S. to spend time in Europe, and when he returned in 1891 he organized the Globe National Bank, of which he was president for seven years. Later, while manager of the Associated Press, he helped smooth out treaty negotiations which led to the end of the Russo Japanese War in 1905. His autobiography, *Fifty Years a Journalist*, was published in 1921.

Labor, Rural

This includes all forms of labor which, for the most part, are conducted away from cities and outdoors. Some are unionized, many are not. Due to the circumstances of the work, many include along with paid wages, room and board as well.

Farmer/Farm Hand

The 1920s are the first decade where the urban population of the U.S. outnumbers the rural population. Independent farmers are finding themselves squeezed between competition from corporate controlled farms and fluctuating commodities markets.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Local bank, local politicians, state agricultural department.

SKILLS: Accounting, Axe, Bargain, Climb, Craft, Credit Rating, Drive Auto/Tractor, Electrical Repair, First Aid, Jump, Mechanical Repair, Medicine (veterinary), Natural History, Operate Heavy Machinery.

SPECIAL: +1 to CON and +1 to STR. Add 20 points to Credit Rating if you own your farm.

Lumberjack

Lumberjacks are most often employed by large lumber companies working in the northern U.S. and northwest Canada. Many are of French-Canadian descent.

EARNINGS: Upper Lower class.

CONTACTS AND CONNECTIONS: Few.

SKILLS: Axe, Bargain, Block, Climb, Fist/Punch, Grapple, Head Butt, Kick, Jump.

SPECIAL: +1 to STR and +1 to CON. -2 to EDU. Possibly a bonus of 20 points to French.

Miner

A grueling job most likely in the coal mines of West Virginia, Pennsylvania, and surrounding area. Unions struggle against the mine owners and violence—including bombings and assassinations—is not uncommon.

EARNINGS: Upper Lower class.

CONTACTS AND CONNECTIONS: Union officials and activists.

SKILLS: Climb, Geology, Jump, Operate Heavy Machinery, Spot Hidden.

SPECIAL: +1 to STR, -1 to CON, -2 to EDU. Special dark-acclimated vision adds 20 points to Spot Hidden in the dark. Miners are generally immune to claustrophobia and have a faster than normal crawling speed. Special skills include some knowledge of mine engineering, rigging ropes and braces, and digging and tunneling equipment.

Ranch Hand/Cowboy

Cowboys still work the ranges and ranches of the west. Some own their own ranches, but many simply hire on where and when work is available. A few have found employment in Hollywood as stuntmen and extras in westerns. Wyatt Earp works as a technical advisor to the film industry.

EARNINGS: Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Local bank, local politicians, state agricultural department.

SKILLS: Accounting, Bargain, Craft, Credit Rating, Drive Auto, Firearms, First Aid, Jump, Medicine (veterinary), Natural History, Ride.



SPECIAL: +1 to STR and CON. Add 20 points to Credit Rating if you own your own spread.

Labor, Urban

Despite the opposition of big business, the labor movement continues to gain ground throughout the decade. Despised by some, unions are charged with harboring communists and anarchists.

Bartender

A profession made illegal by the Prohibition Act, many still ply their trade in speakeasies and other secret gin joints.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Customers, possibly organized crime.

SKILLS: Accounting, Club, Fast Talk, Fist/Punch, Persuade, Psychology.

SPECIAL: -2 to EDU.

Bus Driver/Streetcar Conductor

Formerly owned by private companies, by the end of the decade most public transport lines have been taken over by their respective cities or counties. Workers are fully unionized and there seems at last an end to crippling transit strikes.

EARNINGS: Lower Middle class.

CONTACTS AND CONNECTIONS: Few.

SKILLS: Accounting, Drive Auto/Bus, Electrical Repair, Mechanical Repair, Navigate, Persuade, Psychology.

SPECIAL: -2 to EDU.

Cocktail Waitress

Again a technically illegal profession, many job opportunities exist working in the illegal speakeasies owned by the mob.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Customers, organized crime.

SKILLS: Accounting, Fast Talk, Persuade, Psychology.

SPECIAL: +1 to APP, -2 to EDU.



Samuel Gompers

Union Activist, 1850-1924. Samuel Gompers was born in London, and moved to the U.S. when he was thirteen. A year later he was registered as the first member of the Cigar Makers' International Union, an organization which he later made one of the most successful trade unions. Gompers became the first president of the American Federation of Labor in 1886, a post he would be reelected to every year until his death with the exception of 1895. Gompers' influence kept the labor unions from allying with established political parties, and instead urged them to bargain with employers. He argued against the labor injunctions which the legal system used to break strikes, and lobbied for provisions to the Clayton Antitrust Act of 1914. He also lobbied to regulate working hours and conditions for women and children. Gompers' influence helped to shape the reformation of the U.S. Department of Labor in 1913.



Laborer

This includes factory workers, mill hands, stevedores, road crews, miners, and any other unskilled labor position. Often these jobs are represented by unions, especially in the larger shops, but many employment areas still resist unionization.

EARNINGS: Upper Lower class.

CONTACTS AND CONNECTIONS: Few, if any.

SKILLS: Operate Heavy Machinery.

SPECIAL: +1 to CON or STR, -2 to EDU.

Skilled Trade/Mechanic

This occupation includes all types of trades requiring specialized training, time on the job, etc. Carpenters, stone masons, plumbers, electricians, millwrights, mechanics, and others all qualify as skilled trades. They have their own unions—almost guilds—that bargain with contractors, corporate employers, etc.

EARNINGS: Lower Middle class.

CONTACTS AND CONNECTIONS: The union.

SKILLS: Climb, Craft (carpentry, plumbing, etc.), Electrical Repair, Mechanical Repair, Operate Heavy Machinery.

SPECIAL: +1 to either CON or STR.

Taxi Driver

Drivers may work for large or small companies, or possibly own their own cab and medallion. Cab companies are set up so that drivers rent cabs and dispatcher service from the company, technically making the drivers freelance operators. Cab rental rates are figured by the fraction of a mile, or by the fraction of the hour when sitting still. Drivers are often required to buy their own gasoline.

In earlier years intense competition among cab drivers led to violence, shootings, and even to cabs being outfitted



with iron rams and armor. Most cities now make a practice of bonding each and every cab, and even limiting the number of medallions the city issues. Taxis are required to be fitted with approved meters, periodically checked by the city's taxi board. Drivers are usually required to obtain a special license that includes a background check by the police detective bureau.

EARNINGS: Lower to Upper Lower class.

CONTACTS AND CONNECTIONS: Street scene, possibly a notable customer now and then.

SKILLS: Accounting, Bargain, Drive Auto, Electrical Repair, Fast Talk, Mechanical Repair, Navigate, Persuade, Psychology.

SPECIAL: -2 to EDU.

Union Activist

Activists are organizers, leaders, and visionaries—and sometimes malcontents with an axe to grind. In these turbulent times union officials find themselves caught between big business wishing to destroy them, politicians and socialists trying to infiltrate their ranks, and criminal mobs trying to take them over.

EARNINGS: Usually out of work.

CONTACTS AND CONNECTIONS: Other labor leaders and activists, possibly socialists, communists, and subversives, possibly organized crime.

SKILLS: Accounting, Bargain, Club, Conceal, English, Fast Talk, Fist/Punch, Grapple, Head Butt, Kick, Law, Operate Heavy Machinery, Persuade, Psychology.

ADVERTISEMENT

Mechanics' Standard Tapes



40c Brass bound enameled steel case, folding handle. 1/4 inch cotton tape marked in ft., in and 1/2 in.

9K5962 - State length.

Lgth. Ft.	Wt. Oz.	Each
25	3	40c
50	4	55c
100	7	90c

Fulton Quick Reading Tapes



\$1.65 25-Ft. 1/4 in. steel tape in steel leatherette case. Marked in ft., in and eighths. Opens automatically.

9K5969 - State length.

Lgth. Ft.	Wt. Lbs.	Each
25	1/2	\$1.65
50	1	1.90
75	1 1/4	2.75
100	1 3/4	3.40

Fulton Steel Tapes



Easy to read. Steel tape marked in feet, inches and eighths. Handle opens automatically. Quick reading scale with total number of feet plainly marked ahead of each inch figure. Width, 1/4 inch. State length.

9K5968 - In solid leather metal lined case.

Lgth.	Wt.	Each
50 ft	1 1/4 lb	\$2.70
75 ft	1 3/4 lb	3.60
100 ft	1 3/4 lbs	3.80

9K5967 - In nickel plated solid steel case.

Lgth.	Wt.	Each
50 ft	1 1/4 lb	\$1.95
75 ft	1 3/4 lb	2.70
100 ft	1 3/4 lbs	3.35

Pocket Steel Tapes



Nickel plated, steel case, spring wind. 1/4 inch tape marked 3-Ft. inches and sixteenths.

39c

9K5963 - State length.

Lgth.	Wt.	Each
3 ft long	2 oz.	39c
6 ft long	3 oz.	60c
10 ft long	3 oz.	90c

Law Enforcement

Law enforcement includes a diverse assortment of uniformed and plainclothes officers employed by local, state, and federal governments, as well as private detectives and others.

Many law enforcement agents become investigators after making discoveries investigating grisly murders or the activities of strange cults.

Agency Detective

Numerous well-known detective agencies exist: the Pinkerton and Burns agencies to name only two. Large agencies employ two types of agents: security guards and operatives. Guards are uniformed patrolmen, hired by companies and individuals to protect property and people against burglars, assassins, and kidnapers. Use the Uniformed Police Officer's description for these characters. Company Operatives are plainclothes detectives sent out on cases requiring them to solve mysteries, stop murders, etc.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Local law enforcement, clients.

SKILLS: Bargain, Fast Talk, Fist/Punch, Grapple, Handgun, Hide, Law, Library Use, Persuade, Psychology, Sneak, Track.

SPECIAL: Immunity to sanity losses from corpses, injuries, etc.

Bounty Hunter

Bounty Hunters are a leftover from an earlier era but still useful for tracking down and returning fugitives from justice. Bounty hunters are freelancers most often employed by Bondsmen to track down bail jumpers. Bounty hunters freely cross state lines in pursuit of their quarry and show little regard for civil rights and other technicalities when capturing their prey. Breaking and entering, illegal phone taps, threats, and physical abuse are all part of the successful bounty hunter's bag of tricks. Although a captured fugitive might complain to authorities about his rights being violated, grateful police are slow to follow up on these charges.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Bail bondsmen, local police.

SKILLS: Accounting, Bargain, Climb, Drive Auto, Electrical Repair, Fast Talk, Firearms, Fist/Punch, Grapple, Head Butt, Hide, Jump, Kick, Law, Persuade, Psychology, Sneak.

SPECIAL: +1 to STR and +1 to SIZ. Although violence and criminals are all part of his work, the bounty hunter is rarely exposed to murder or maiming. In most instances they suffer normal sanity losses.



Federal Agents

There are a vast variety of federal law enforcement agents. Some are uniformed, such as the U.S. Marshals and some agents of the Customs Department. Use the Uniformed Police Officers descriptions for these characters. Others—the Bureau of Investigation, the Secret Service, etc—are plainclothes and operate similar to detectives.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Federal contacts, possibly organized crime.

SKILLS: Bargain, Drive Auto, Fast Talk, Firearms, Fist/Punch, Grapple, Hide, Law, Persuade, Sneak, Spot Hidden, Track.

SPECIAL: As with other law enforcement occupations, past exposure to death and injury often reduces or eliminates sanity losses.

Forensic Specialist

A rather new occupation, the forensic specialist is usually a detective with a knack for collecting and analyzing fingerprints, blood samples, and other forensic evidence. Because of their preoccupation with this pursuit, they are usually passed over in the course of normal promotions.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Law enforcement, local labs and chemical supply outlets.



SKILLS: Biology, Chemistry, Law, Medicine, Pharmacy, Photography, Spot Hidden.

SPECIAL: Immune to sanity losses due to viewing most murder or injury scenes.

Police Detective

The plainclothes branch of police agencies, detectives examine crime scenes, gather evidence, conduct interviews, and try to solve homicides, major burglaries, and other sorts of felonies. They work the streets, often in close cooperation with uniformed patrolmen. They have their own hierarchy of ranks similar to, but separate from, the uniformed officers

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Law enforcement, street scene, coroner's office, possibly organized crime.

SKILLS: Bargain, Drive Auto, Fast Talk, Handgun, Law, Listen, Persuade, Psychology, Spot Hidden, Track.

SPECIAL: Immune to sanity losses resulting from the sight of normal corpses or injuries. Immune to most Fast Talk and Persuade attempts.

Private Eye

The Private Eye is a freelance detective with his own small agency, possibly employing an assistant and a secretary. Most private eyes have spent time working as operatives with national agencies or city police forces before going out on their own. A special license is required.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Many law and criminal connections, newspaper morgues, switchboard operators, secretaries.



Elliot Ness

Federal Agent, 1903-1957. Elliot Ness was a federal agent in the city of Chicago during the late 1920s and 1930s. Ness and his men gained fame for their dogged pursuit of Chicago gang leader Al Capone. Ness was born in Chicago, and graduated from the University of Chicago. At the age of twenty six he was made a special agent of the U.S. Department of Justice and assigned to head the prohibition bureau for Chicago. More specifically, his assignment was to topple Capone's criminal organization. For this task Ness assembled a band of eight young agents whom he felt were incorruptible "The Untouchables." Ness and his men raided speakeasies, breweries, and other examples of Capone's illegal operations. The resultant headlines brought fame to both Ness and Capone, though Ness's inability to gain a conviction against Capone made him a target of ridicule. Capone's luck ran out in 1931, when with Ness's aid he was convicted of federal tax evasion. From 1933-1935 Ness led the Alcohol Tax Unit of the U.S. Treasury Department. He then became the Director of Public Safety in Cleveland from 1935-1941, and did more security work for the federal government during the Second World War.



William John Burns

Detective, 1861-1932. Burns was one of the most successful lawmen of the time. As an investigator for the U.S. Attorney General during Teddy Roosevelt's administration, Burns exposed the involvement of several Oregon congressmen in a land fraud scheme. He later served as director of the Department of Justice's Bureau of Investigation, from 1921-1924, prior to J. Edgar Hoover. He also headed the highly respected William J. Burns International Detective Agency.

SKILLS: Accounting, Bargain, Climb, Disguise, Drive Auto, Fast Talk, Fist/Punch, Grapple, Head Butt, Hide, Jump, Law, Library Use, Persuade, Sneak, Swim, Track.

SPECIAL: Lowered or negated sanity losses when viewing murder victims, gross injuries, etc.

Uniformed Police Officer

Uniformed police are employed by cities and towns, by county sheriff's department, and state police forces as well. The job may be on foot, behind the wheel of a patrol car, or even sitting at a desk. Most urban officers, however, walk foot patrol—a beat—either alone or in pairs. Police forces are organized along military lines including ranks of sergeant, lieutenant, captain, and chief, among others.

The pay being what it is, many officers work part time as uniformed security guards, or as plainclothes bodyguards. In either case, they are allowed to wear their uniforms.

EARNINGS: Lower Middle class to Middle class.

CONTACTS AND CONNECTIONS: Law enforcement, local shopkeepers, street scene, possibly organized crime.

SKILLS: Club, Drive Automobile, Firearms, Fist/Punch, Grapple, Kick, Law, Persuade, Track.

SPECIAL: +1 to STR and to SIZ. Add 50 bonus points to any weapon or melee skill. Officers on the street are used to a certain level of violence and murder scenes or the sight of gross injuries are unlikely to result in sanity losses.

Western Lawman

The Old West still lives in certain parts of the country. Although train robbers and professional gunfighters are mostly a thing of the past, cattle rustlers, armed robbers, and just plain "bad folk" are still around. The western lawman is probably a county sheriff or deputy responsible for a large area, patrolling in an automobile, truck, or on horseback.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Local officials, local residents, local criminals.

SKILLS: Drive Auto, Firearms, Fist/Punch, Grapple, Head Butt, Kick, Law, Persuade, Psychology, Ride, Rope, Track.

SPECIAL: Resistant to sanity losses resulting from witnessing murder, human violence, or normal injury. Add 50 bonus points to Firearm skills.

The Legal Profession

The legal profession of the 1920s offered many of the same opportunities it does today. Criminal lawyers specialize in felony cases while civil lawyers handle lawsuits. Tax attorneys are hired by banks and businesses, while others specialize in divorce or other specific areas. Few attorneys become investigators unless drawn in by the problems of a client, or possibly while prosecuting a local cult leader for various crimes.

Bail Bondsman

Bail Bondsmen operate their own businesses, usually out of offices located very near the county jail or other arrest holding facility. They provide funds that allow those charged with crimes to “make bail” and go free. Bondsmen usually require the person to put up some of their own money in cash—usually 10-20% of the bond—along with substantial real property signed over to the bail bondsman, intended to protect him against loss should the accused person flee while awaiting trial or sentencing. This security is usually real estate, but automobiles or other items of value can sometimes be negotiated. Bail bondsmen employ bounty hunters to track down those who skip bail.

EARNINGS: Middle to Upper class.

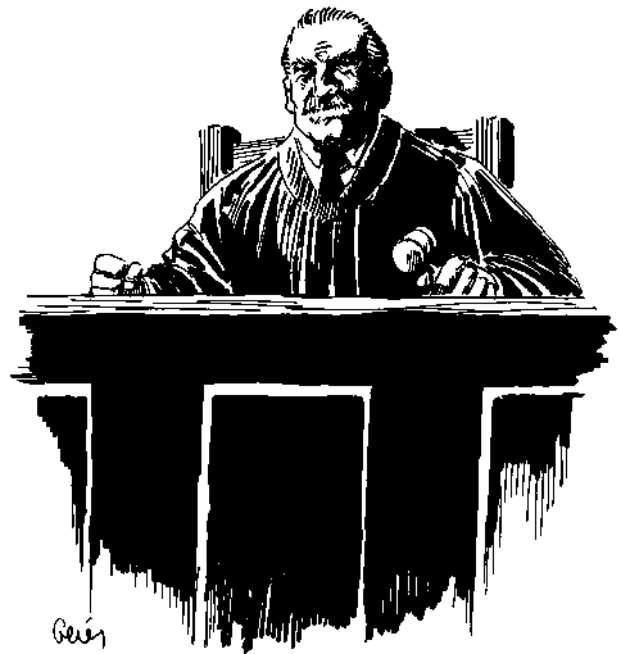
CONTACTS AND CONNECTIONS: Police, courts, street scene, organized crime, bounty hunters.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Law, Persuade, Psychology.

Oliver Wendell Holmes

Judge, 1841-1935. Holmes served on the U.S. Supreme Court for nearly 30 years. Born in Boston, his father was a famous writer, physician, and wit. Holmes Jr. served in the Union Army during the Civil War, was wounded three times, and retired with the rank of lieutenant colonel. After the war he enrolled in Harvard law school, and eventually co edited the *American Law Review*. He wrote *The Common Law* in 1881, and the following year became a professor of Law at Harvard and also won an appointment to the Supreme Judicial Court of Massachusetts. In 1899 he became Chief Justice of Massachusetts, and in 1902 President Teddy Roosevelt made him an associate justice of the U.S. Supreme Court. There Holmes left an enduring mark on the American judicial system.

Holmes' frequent dissenting opinions earned him the epithet “The Great Dissenter.” His belief in a legal system tempered to fit the changing social climate of the nation met with early resistance, but was soon accepted and continues to this day. He also felt that the individual states should have more control over their own legislation and judicial decisions, stances which also brought resistance from others on the high court. Nevertheless, Holmes was popular among the citizenry as a down to earth jurist.



Judge

Judges are either appointed or elected, sometimes for a term of specified length, other times for life. Judges are always licensed attorneys whether they sit on the smallest bench in a far off Western town, or on the bench of the Federal Supreme Court.

EARNINGS: Middle to Upper class.

CONTACTS AND CONNECTIONS: Legal connections, possibly organized crime.

SKILLS: Bargain, Credit Rating, English, Fast Talk, Law, Library Use, Persuade, Psychology.

SPECIAL: Judges add 40 points to their Credit Rating.

Practicing Attorney

Attorneys are licensed by individual states, most of them requiring an attorney to have a minimum of a high school education, plus either attendance at an accredited law school or two to three years spent working under a licensed attorney. An examination administered by the State Bar Association rates attorneys and awards licenses. An understanding known as “comity” allows attorneys to practice law in different states regardless of where their license was obtained. Attorneys can be employed by large law firms, directly by corporations, or simply hang out their shingle and hope to attract a practice.

EARNINGS: Lower Middle to Upper class.

CONTACTS AND CONNECTIONS: Legal connections, possibly criminal connections, depending on clientele.



SKILLS: Accounting, Bargain, Credit Rating, English, Fast Talk, Law, Library Use, Persuade, Psychology.

SPECIAL: Licensed attorneys add 20 points to their Credit Rating.

Prosecuting Attorney

Prosecuting attorneys are employed by local, state, or federal government agencies to prosecute cases brought by the state against individuals. "District Attorney" is only one of many such titles. Smaller communities, rather than keep an attorney on salary, hire local attorneys to handle cases as they arise.

EARNINGS: Lower Middle to Upper Middle class, depending upon area of practice.

CONTACTS AND CONNECTIONS: Legal connections, possibly organized crime.

SKILLS: Bargain, Credit Rating, English, Fast Talk, Law, Library Use, Persuade, Psychology.



Harlan F. Stone

Attorney General, 1872-1946. Stone was a noted lawyer, jurist, and Attorney General of the United States. He was born in Chesterfield, New Hampshire, to parents who were farmers. He studied at Amherst College, graduating in 1894 and moving on to study law at Columbia, where he eventually taught the subject from 1899-1905. From 1910 to 1923 Stone was the dean of the Columbia University Law School. He also practiced law in New York City, specializing in corporate law.

In 1924 Stone was appointed attorney general of the United States. As the federal government's chief legal officer, Stone first cleaned up scandals within the very Department of Justice in which he served. He became an associate justice on the U.S. Supreme Court in 1925, and later chief justice from 1941-1946. Though he himself was a conservative, Stone sometimes sided with fellow justice Oliver Wendell Holmes in cases concerned with progressive social ramifications.

SPECIAL: This type of attorney adds 30 points to his Credit Rating.

The Medical Profession

People involved in medical occupations are more often enticed into becoming investigators after seeing something strange in an emergency or delivery room. Odd wounds, strange diseases, inexplicable growths, and grotesque stillbirths are all possibilities.

Dentist

Dentists are licensed by the state in much the same way as physicians. Dentists most often open small offices and develop their own practices.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Clientele.

SKILLS: Accounting, Bargain, Credit Rating, First Aid, Library Use, Medicine, Persuade, Pharmacy, Psychology.

SPECIAL: Add 10 bonus points to Credit Rating. You have ready access to special gases and anesthetics.

Forensic Surgeon

A specialized occupation, most forensic surgeons are employed by a city, county, or state to conduct autopsies, determine causes of death, and make recommendations to the prosecutor's office. Forensic surgeons are often called to give testimony at criminal proceedings.

EARNINGS: Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Laboratory facilities, law enforcement and the medical profession.

SKILLS: Biology, Credit Rating, First Aid, Forensic Surgery, Library Use, Medicine, Pharmacy.



SPECIAL: Immune to sanity losses caused by gore and/or bad smells. A licensed physician, add 20 points to Credit Rating.

Nurse

Nurses are trained medical assistants, sometimes male, but far more often female. Nursing schools have been established around the country and most states now require suc-

successful completion of an accredited nursing course before awarding a license. Many older nurses, however, have been in the profession since long before there were such things.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Access to drugs, equipment, medical records.

SKILLS: Biology, Credit Rating, First Aid, Medicine, Persuade, Pharmacy, Psychology.

SPECIAL: Add 10 points to Credit Rating. Nurses share an immunity similar to physicians regarding certain sanity losses.

Orderly

The typical hospital orderly is in charge of emptying wastes, cleaning rooms, taxiing patients, and any other odd job requiring slightly more skill than a janitor.

EARNINGS: Upper Lower class.

CONTACTS AND CONNECTIONS: Hospital. Access to drugs, medical records, etc.

SKILLS: Electrical Repair, Fast Talk, First Aid, Hide, Mechanical Repair, Sneak.

SPECIAL: -2 to EDU.

Pharmacist

Oddly enough, pharmacists have long been more closely regulated than physicians. They are licensed by individual states, most of them requiring a high school education and three years of pharmacy school. There are currently seventy to eighty pharmacy schools in the U.S. A pharmacist may be employed in a hospital or a drug store, or even seek to own his own store.

EARNINGS: Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Access to various drugs, possible good standing in the local community, local physicians and hospitals.

SKILLS: Accounting, Bargain, Biology, Credit Rating, English, First Aid, Latin, Library Use, Pharmacy, Persuade, Psychology.

SPECIAL: Add 10 bonus points to Credit Rating.

Physician

Physicians are licensed by individual states, most requiring a minimum of two years attendance at an accredited medical school. These requirements, however, are but a recent development. Many older physicians first obtained their licenses long before such strict regulations were in effect and continue to hold them despite failing to have ever attended medical school.

At the beginning of this century there were over 160 medical schools in the U.S. but no governing agency to oversee them. Many of these schools were inadequate, and

some downright frauds. Even the best of them seldom required more than a high school education from its applicants. In 1904 the AMA (American Medical Association) began critically rating these schools and by 1923 their number had fallen to eighty, seventy-four of which required a minimum two years of college before entry.

Younger doctors will have passed through the school and licensing system established in later years. Older physicians have probably practiced since before the days of strict licensing and may or may not be proficient in modern methods. Some survive from the day when a doctor was expected to be a barber, as well.

A doctor can choose to be a General Practitioner with a rural or neighborhood practice in or near a small town or city. In rural areas such small practices can still be purchased from retiring physicians by younger doctors looking to establish themselves. Many physicians are employed by large urban hospitals, allowing them to specialize in things like pathology, toxicology, orthopedics, and even brain surgery. Doctors may also serve as part or full-time Medical Examiners, conducting autopsies and signing death certificates for the city, county, or state.

EARNINGS: Middle to Upper class.

CONTACTS AND CONNECTIONS: High community status; an accredited physician might be able to talk his way past many standard hospital regulations, obtaining evidence not readily available to others.

SKILLS: Accounting, Bargain, Biology, Credit Rating, First Aid, Latin, Library Use, Medicine, Persuade, Pharmacy, Psychoanalysis, Psychology.



William & Charles Mayo

Physicians William James and Charles Horace Mayo, 1861-1939 and 1865-1939. William and Charles were the sons of William Worrall Mayo, one of the leading physicians of his day. The Mayo family practiced medicine in Minnesota, and started the Mayo Clinic in Rochester, Minnesota in 1889 (though it would not be officially named so until 1903).

William Mayo, Jr, the older of the two sons, was famous for his surgical treatments of cancer, gallstones, and intestinal operations. He graduated from the University of Michigan medical school in 1883. William Mayo was an Army Medical Corps volunteer in the World War, and in 1921 was made a brigadier general in the medical reserve.

Charles Mayo's most famous contribution to surgical treatments was a reduction of the hazards associated with guinea pig surgery. Charles served alongside his brother William during the War and received similar awards. Charles taught surgery at the Mayo Foundation from 1915-1936 and at the University of Minnesota from 1919-1936, and also served as the health officer of Rochester from 1912-1937.

In conjunction with the Mayo Clinic, the Mayos also founded the Mayo Foundation for Medical Education and Research, contributing millions of dollars to the project. The Foundation became one of the most important centers of medical research in the world.

SPECIAL: Add 30 points to Credit Rating. Due to the nature of the work, physicians may be immune to some sanity losses caused by injury and death. Medical examiners are particularly resistant to these sorts of losses.

Plastic Surgeon

This is a new field and particularly popular in Hollywood where closeup cameras readily reveal the disastrous effects of aging; face lifts are already common within the film community. Gangsters and other criminals have also taken advantage of this science, seeking to alter their appearance and escape recognition. Plastic surgeons are all licensed physicians specializing in what is commonly known as cosmetic surgery.

EARNINGS: Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Medical profession, Hollywood, possibly criminal figures.

SKILLS: Accounting, Bargain, Biology, Credit Rating, First Aid, Latin, Library use, Medicine, Pharmacy, Persuade, Psychology.

SPECIAL: Add 20 points to Credit Rating.

Technician

Technicians may be trained to work in X-ray rooms, pathology labs, or other specialized areas. Employment as a technician does not strictly require higher education, though employers often ask for education beyond high school.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Medical and hospital laboratory equipment, drugs, chemicals.

SKILLS: Biology, Chemistry, Electrical Repair, Library Use, Mechanical Repair, Medicine, Pharmacy, Photography.

SPECIAL: Add 10 bonus points to Credit Rating.

Mental Health

Those responsible for the treatment and care of the mentally ill often hear or see inexplicable things, eventually leading to the furtive and uncertain life of an investigator.

Alienist

In the 1920s, "alienist" is the best term available for those who treat mental illness. Except for jokes, psychoanalysis is barely known in the U.S., and its basis in sexual life and toilet training is felt to be indecent. Psychiatry, a standard medical education augmented by behaviorism, is more common. Intellectual wars rage between psychiatrists and neurologists, the latter believing that psychiatrists are often quacks. Psychiatrists tend to be found in hospitals and asylums, various analysts and psychological counselors cluster in private practice, behavioral psychiatrists are mostly academics, and applied psychologists are found in industry and government.

Until the 1930s, any physician could request being listed in the directory of the American Medical Association as a specialist in psychiatry.



Alfred Adler

Psychologist, 1870-1937. Adler was a noted Austrian psychologist who worked with Sigmund Freud from 1902-1911. Adler specialized in child psychology and development, and in studies of the inferiority complex. He theorized that the individual is capable of overcoming his own psychological problems, provided he is first aware of such defects. Adler became the director of the first child psychology clinic in 1920, in Vienna. Like his friend Freud, Adler left Austria when the Nazis came to power, relocating to New York City in 1934.



EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Others in the psychological field. May have personally met Sigmund Freud, Carl Jung, or other prominent European psychologists.

SKILLS: Accounting, Bargain, Biology, Fast Talk, Library Use, Medicine, Other Language, Persuade, Pharmacy, Psychoanalysis, Psychology.

SPECIAL: A trained psychoanalyst can use his techniques to negate the effects of his own temporary insanity. Successful negation requires a Psychoanalysis roll. Regardless of the outcome, the sanity point losses still apply.

Madhouse Attendant

Although there are private sanitariums for those few that can afford them, the vast bulk of the mentally ill are housed in state and county facilities. Aside from a few doctors and nurses, they employ a large number of attendants, often chosen for their strength and size.

EARNINGS: Upper Lower class.

CONTACTS AND CONNECTIONS: Access to medical records as well as drugs and other medical supplies.

SKILLS: Club, Fast Talk, First Aid, Fist/Punch, Grapple, Head Butt, Kick, Listen, Persuade, Psychology, Sneak.

SPECIAL: +1 to STR and +1 to SIZ. -2 to EDU.

Clifford Beers

Mental Health Reformer, 1876-1943. Beers, a Yale graduate, was the founder of the mental health care movement in the United States. His brother died of epilepsy in 1900, and Beers himself developed a severe mental illness. Moving through a variety of institutions and often savage treatments, Beers gradually came to his senses and thereafter set out to reform the treatment of mental patients. He wrote of his experiences in *A Mind That Found Itself* (1908), and a year later helped found the National Committee for Mental Hygiene. Beers also founded the American Foundation for Mental Hygiene, a research institute, in 1928. He led the first International Congress on Mental Hygiene in 1930.



Karl & William Menninger

Psychiatrists, 1893-1990 and 1899-1966. With their father Charles Menninger, Karl and William Menninger founded the Menninger Clinic and the Menninger Foundation in 1919 in Topeka, Kansas. These organizations were administered and financed largely by the Menninger family. The brothers were born and kept their practices in Topeka.

Karl Menninger graduated from the University of Wisconsin and got his M.D. from Harvard. He sought to improve psychiatric care facilities and stressed more personalized treatments of mental patients. A Freudian, Karl Menninger's books included *The Human Mind* (1930), which strongly influenced public attitudes toward the treatment of mental disorders.

William Menninger attended college in Topeka and received his M.D. from Cornell. William served as chief psychiatric consultant to the Surgeon General of the U.S. Army during World War II, for which he won a Distinguished Service Medal. After the war he wrote such books as *Psychiatry in a Troubled World* and *Psychiatry: Its Evolution and Present Status* (both 1948). He was also a leader of the Boy Scout movement.

Psychologist

A rather new field involving the study of human behavior. Many psychologists are professors and researchers but industry is currently showing interest in the possibility of increasing productivity through improved working conditions.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: The psychological community. If a practicing psychologist, possibly contacts among patients. May have met Jung, Freud, or other prominent psychologists.

SKILLS: Account, Bargain, Library Use, Persuade, Psychoanalysis, Psychology.

Military

The U.S. military consists of two major branches: the Army and the Navy. Under the command of the Navy are the U.S. Marines and, in time of war, the U.S. Coast Guard as well. A separate Air Force lies in the future but for now all air power is in the hands of the Army and Navy. The Army consists of infantry, artillery, and tank forces, as well as its air branch. The Navy patrols the oceans with an array of battleships, cruisers, and destroyers, as well as a number of aircraft carriers and a fleet of submarines. The Marines, under command of the Navy Department, are similar to the Army but specialize in beach assaults and other tactics. The Coast Guard, in peacetime, is charged with keeping the shores patrolled, capturing smugglers, and conducting maritime rescue operations.

There is of yet no CIA and intelligence gathering for the U.S. is presently handled by Army Intelligence, and Navy Intelligence.

Women are represented in all branches of the military but in strictly non-combatant rolls.

Mercenary

Military mercenaries are professional soldiers hiring themselves out to fight small wars, stage revolutions, or quell rebellions. Most have legitimate military experience, probably in the Great War, but perhaps in something more exotic like the French Foreign Legion.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Mercenary networks, illegal arms dealers, small governments, multinational corporations.

SKILLS: Bargain, Bayonet, Climb, Club, Firearms, Fist/Punch, Garrote, Grapple, Head Butt, Hide, Jump, Kick, Knife, Navigate, Track, Sneak, Swim.

SPECIAL: Add 100 bonus points to any combat or weapons skills.

Military Officer

Officers are command rank and most commissions demand some sort of higher education. The armed services have established officer training programs (ROTC) at most major universities and, with his tuition paid by the military, a cadet simultaneously trains for the military while attending school. Upon graduation he is promoted to the rank of Army or Marine Second Lieutenant, or Naval Ensign, and assigned to a station. Usually they owe the government four years active service after which time they may return to civilian life. Many of the officers trained this way hold professional commissions and serve as doctors, lawyers, or engineers.

Those looking for a life's career in the military try to get themselves appointed to one of the military academies: the Army's West Point, or the Navy's Annapolis. Its hard to beat the respect an officer gains having graduating from one of these schools. Once out of school some officers opt for special training such as air pilot or other.

Occasionally an experienced and exceptionally worthy enlisted man is promoted to "Warrant Officer." Although technically at the bottom of the officers' list of ranks, the time and experience required to achieve this promotion carry a respect and reverence far exceeding that of any junior or middle-grade officer.

Most commissions are for life. Even a long-retired officer has the right to call himself "Captain," "General," or whatever.

EARNINGS: Upper Lower to Upper Middle class.



Alvin York

Sergeant, 1887-1964. York was an American soldier who fought heroically in France during the War. York was a simple, gentle man, born in the mountains of Tennessee, where he became a crack marksman. York was deeply religious and pacifistic, and balked at entering the service, but his local priest urged him to do his duty for his country. He is famous for singlehandedly killing twenty German soldiers and by forcing a German officer to order his men to surrender capturing another 130 men and over thirty machine guns. For this act of bravery York was awarded the U.S. Medal of Honor and the French Croix de Guerre. After the war, York set up a foundation for the education of mountain children and also spoke out in support of prohibition and world peace. His story was filmed as *Sergeant York* in 1941 with Gary Cooper in the title role. At the time of the incident cited above, however, York was only a corporal.



CONTACTS AND CONNECTIONS: Military, federal government.

SKILLS: Bargain, Credit Rating, Dodge, Fast Talk, Fist/Punch, Grapple, Handgun, Head Butt, Hide, Jump, Kick, Navigate, Persuade, Psychology, Sneak.

SPECIAL: Add +1 to EDU, 10 points to Credit Rating. Veterans of the World War are immune to sanity losses stemming from dead bodies, gross injuries, etc. However, such characters suffer from a secret phobia.

Sailor

Sailors are trained in either the Navy or the Coast Guard. Like their counterparts in the Army, all sailors go through an initial period of basic training. Upon graduation they are assigned rates and stations. Although many sailors serve in the traditional roles of Boatswain's Mate or Fireman rating (ship's engine man) the Navy also has a need for technically trained mechanics, radio operators, air controllers, etc. The highest enlisted rank is Chief Petty Officer which carries with it a prestige respected by even high-ranking officers.

Enlistments are for six years, usually four years of active duty followed by two years of inactive reserve commitment during which the sailor can be called to serve in times of national emergency.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: Military, Veterans' Administration.

SKILLS: Climb, Fist/Punch, Grapple, Handgun, Head Butt, Jump, Kick, Navigate, Rifle, Swim. Possibly special-

ties such as Accounting, Artillery, Mechanical Repair, Operate Heavy Machinery, etc.

SPECIAL: -2 to EDU. Sailors saw less action than other servicemen. Only those that can “verify” exposure to the agonies of war can claim immunity to sanity losses like other veterans.

Soldier/Marine

This refers to the enlisted ranks of the Army and Marines and include the lowest ranks of private up through Master or Gunnery Sergeant. Although technically outranked by even the freshest of second lieutenants, veteran sergeants are respected by even the highest-ranking officers. Standard enlistment is for six years including four years active duty, and two in standby (inactive) reserve.

All enlisted men receive basic training—“boot camp”—where raw recruits are taught how to march, shoot, and salute. Upon graduation from basic training, most are assigned to the infantry, although the army also needs men for artillery and tank corps as well as the ever-growing Army Air Force. A few are trained for non-combat roles such as air controller, mechanic, clerk, or even officer’s steward. Marines, while technically part of the Navy, are similar to soldiers in background, training, and skills.

EARNINGS: Upper Lower to Middle class.



Eddie Rickenbacker

Flying Ace, 1890-1973. In the War Eddie Rickenbacker shot down twenty two planes and four balloons, thus becoming America’s leading air ace. Rickenbacker was born in Columbus, Ohio, and left school at the age of twelve to support his family after his father died. He completed his education by taking correspondence courses, and eventually became an auto mechanic and an internationally known race car driver. In 1917 he enlisted in the army, where he initially worked as a driver and engineering officer before becoming a pilot. After the war Rickenbacker worked for various automobile manufacturers and became the owner of the Indianapolis Speedway. In 1938 he also became president of Eastern Airlines, a post which he held for over twenty years.

CONTACTS AND CONNECTIONS: Military, Veteran’s Administration.

SKILLS: Bayonet, Fist/Punch, Grapple, Head Butt, Kick, Knife, Rifle, Throw, plus specialties such as Artillery, Drive Tank, Electrical Repair, Mechanical Repair, Medicine.

SPECIAL: -2 to EDU. Add 50 bonus points to any combat or firearm skills. Soldier and Marine war veterans are immune to some sanity losses, but suffer from a secret phobia. Upon death they are entitled to a free head stone courtesy of the U.S. government.



Politics

Politics employ a good many people in America. Elections take place regularly and campaigning by officials is nearly a full-time affair. As busy as they are, few have the opportunity to notice the oddities in life and they will most likely have to be dragged into a mystery before becoming investigators.



Carrie Chapman Catt

Suffrage Leader, 1859-1947. Catt was a campaigner for international women’s suffrage. She was born in Wisconsin, and attended Iowa State College. She became a school teacher, and later the first woman superintendent of schools in Mason City, Iowa. Carrie Chapman Catt began her crusade for women’s suffrage in 1887, and gave many lectures on the subject. She was president of the National American Woman Suffrage Association from 1900 1904 and 1915 1920, and president of the International Woman Suffrage Alliance 1904 1923. Catt founded the National League of Women Voters in 1919 to teach women about public affairs so that they could vote responsibly. In 1920 the 19th Amendment to the Constitution grants women the right to vote. Carrie Chapman Catt also founded the National Committee on the Cause and Cure of War in 1925, an organization which later became the Women’s Action Committee for Victory and a Lasting Peace.



James Curley

Mayor, 1874-1958. Born in Boston, Curley served as a Democratic state legislator, a member of the U.S. House of Representatives, and as governor of Massachusetts. He also served as Mayor of Boston from 1914 1918, 1922 1926, 1930 1934, and 1946 1950. Curley was constantly under investigation for various charges of corruption. He was found guilty of fraud in 1938 and fined \$30,000 but the citizens of Boston donated money to pay the fine. Nevertheless, he was reelected several times, and was popular with the poorer citizens of Boston. Curley was convicted of mail fraud in 1947 and sent to prison, but President Harry Truman gave him a full pardon in 1950.

Ambassador

Ambassadors are appointed to their positions, often as a reward for services rendered during the campaign. Despite this, efforts are made to send qualified ambassadors to the more important nations, reserving the smaller countries for political rewards.

EARNINGS: Upper class.

CONTACTS AND CONNECTIONS: Federal government, news media, foreign governments.



Eugene V. Debs

Socialist, 1855-1926. Debs is an important leader in the American labor movement. He was born in Indiana and began working on the railroad at the age of fifteen. He became a loco motive fireman and eventually served as the national secretary and treasurer of the Brotherhood of Locomotive Firemen from 1880-1893. He was also in the Indiana state legislature from 1885-1892. He started the American Railway Union in 1893. In support of a strike by workers at the Pullman manufacturing plant, the ARU members refused to pull any Pullman cars. President Grover Cleveland sent federal troops to break up the strike and Debs was imprisoned. While in prison he became a socialist, and ran for the U.S. presidency as a Socialist in 1904, 1908, 1912, and 1920. After making a speech condemning the war in 1918, Debs was imprisoned under the Espionage Act and sentenced to ten years. Nevertheless he again ran for the presidency in 1920, garnering nearly a million votes. While in prison he wrote *Walls and Bars*, a book about prison conditions. In 1921 Debs' sentence was commuted by President Warren G. Harding.

SKILLS: Bargain, Credit Rating, English, Fast Talk, Other Language, Persuade.

SPECIAL: +1 to APP. Bonus 30 points to Credit Rating.

Boss

Bosses never run for office and, in fact, shun the limelight. These are the men who gather in smoke-filled back rooms to wheel and deal, to make and break candidates.

EARNINGS: Upper Middle to Wealthy.

CONTACTS AND CONNECTIONS: News media, finance, big business, organized crime.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, Persuade, Psychology.

SPECIAL: 20 point bonus to Credit Rating.

Communist/Radical

The other side of the political coin, radicals work in the streets selling newspapers, organizing rallies, and talking to the public. Others, less respectful of the law, infiltrate unions, incite riots, or even engage in terrorist bombings.

EARNINGS: Generally a non-profit enterprise.

CONTACTS AND CONNECTIONS: Other radicals, artists and writers, unions.

SKILLS: Club, Fast Talk, Fist/Punch, Grapple, Handgun, Head Butt, Kick, Other Language, Persuade, Psychology.

Elected Official

Popularly elected officials enjoy prestige commensurate with their position. Small town mayors and township supervisors find their influence extends little beyond their municipality's borders. Often these jobs are only part-time,



paying but small compensation. The mayors of big cities are well-paid, however, often ruling their cities like little kingdoms and wielding more influence and power than the governor of their respective state.

Local Representatives and Senators elected to state houses enjoy a fair amount of respect, particularly with the business community, and often at a statewide level.



Huey Long

Governor, 1893-1935. Huey Long held posts as governor and senator from Louisiana. Long was born in Winnfield, Louisiana, and studied law at the University of Oklahoma and at Tulane. He was first elected governor in 1928, and set about instituting reforms that promised to "share the wealth" so that everyone would prosper. His involvement in nearly every level of Louisiana politics earned him the nickname "the Kingfish" and two unsuccessful attempts to impeach him. His near dictatorial rule of the state brought about public works and social welfare programs that greatly improved Louisiana. In 1930 Long ran for the U.S. Senate while still governor. Winning the election, he refused to give up his governorship until one of his friends could take office in 1932. While many approved of the Kingfish's brand of politics, he had many opponents. His clashes with President Franklin Delano Roosevelt nearly split the Democratic Party. In 1935 Long was assassinated at the Louisiana state capitol building in Baton Rouge. Several members of Huey Long's administration were convicted of fraud in 1939. Earl Long, Huey's younger brother and a political enemy, took over the governorship in that year after Governor Leche resigned amidst the scandal.

Governors, of course, are responsible for entire states and have connections across the country.

Federal positions carry the most clout. States send a number of Representatives to Congress based upon population count and the House seats over 400 members, each elected to a two-year term. Each state, regardless of size, also sends two Senators to Washington. Elected to six-year terms and numbering less than a hundred, senators hold considerably more influence than Representatives and some elder senators receive nearly as much respect as the president.

EARNINGS: Middle to Upper class.

CONTACTS AND CONNECTIONS: Government, news media, big business, foreign governments, possibly organized crime.

SKILLS: Bargain, Credit Rating, English, Fast Talk, Persuade, Psychology.

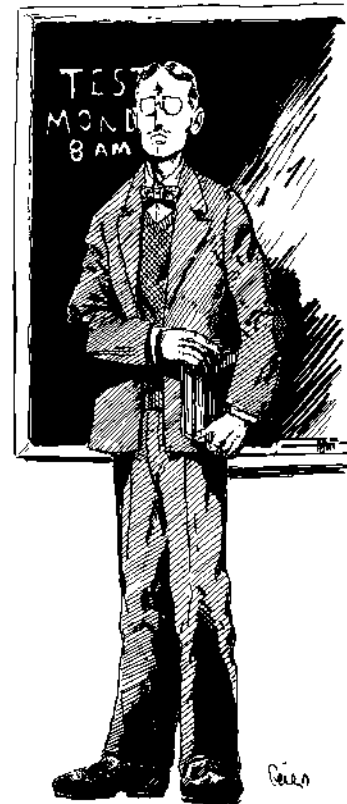
SPECIAL: Add +1 to APP. Add a bonus to Credit Rating between 5 points (small town mayor) and 50 points (senior senator), depending upon the office.

Scholarly Pursuits

This heading covers a broad range of pursuits all having in common the necessity of a higher, technical education or the equivalent in real experience. Opportunities for involvement in arcane mysteries are abundant. Scholars peruse old tomes, explore forgotten lands, and maintain correspondences with a wide variety of people.

For purposes of definition, scholarly pursuits are divided into three broad categories: Humanities, Sciences, and Engineering. Pursuits in Humanities include anthropology, archaeology, history and languages, as well as art, literature, drama, and others. Sciences include astronomy, biology, chemistry, geology, pharmacy, physics, and psychology, as well as their various offshoots, sub-sciences, and combinations. Engineering includes both mechanical and electrical engineering plus architectural engineering and mathematics. The relatively new field of radio engineering is also included in this group.

Many scholars find occupations within the education industry. Others prefer to work in the private sector, employed by large corporations. A few are independent scholars, able to support themselves through publications, speaking



engagements, grants, private funding, sales of patents, or occasional freelance commissions from private companies.

Field Researcher

Field researchers are usually highly experienced, independent and resourceful, and most often robust and healthy. Oil companies send geologists into the field to explore potential petroleum fields, anthropologists study primitive tribes in forgotten corners of the globe, and archaeologists spend years of their lives unearthing treasures in deserts and jungles, bargaining with native diggers and local governments.

EARNINGS: Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Other scholars in your field, grant foundations, news media, foreign government officials, corporate sponsors, patrons.

George Washington Carver

Researcher, 1859?-1943. Carver was born to slave parents in Missouri, going on to become an internationally famous agricultural researcher. He attended Simpson College in Indianola, Iowa, earning his way by working various menial jobs. Carver later graduated from Iowa State College in 1894, where he took a post as assistant botanist. He started a fungus collection that eventually boasted 20,000 separate species. Carver transferred to Alabama's Tuskegee Institute in 1896 at the invitation of Booker T. Washington. Here he revolutionized Southern agriculture, urging farmers to grow peanuts, sweet potatoes, and other crops, in place of cotton. Carver derived over three hundred products from the peanut, including peanut butter, ink, and instant "coffee." Sweet potatoes yielded another hundred plus products, and pecans over seventy more. He invented a number of other ingenious products from unlikely sources. In 1916 Carver was made a Fellow in the Royal Society of Arts in London, an accomplishment few Americans could boast of. By the time of his death, eighteen schools had been named in his honor.





Margaret Murray

Anthropologist, 1863-1963. Margaret Murray was a British anthropologist whose primary fields of study were Egyptology and the history of witchcraft. Her best known book, *The Witch Cult in Western Europe* (1921), relates her findings and theories on the latter subject. In it Dr. Murray claims that witchcraft is actually an ancient fertility cult that worships a god possessed of two forms: one a horned male figure, the other a female huntress a la the Greek Artemis and the Roman Diana. According to Murray, this cult originated in western Europe thousands of years before Christ with a race of dwarves who were driven underground with the coming of Man. These creatures survived as the faeries and elves of European folklore. The surviving witch cults are not evil, spell casting hags but followers of their spiritual leader, the earth goddess/huntress Diana/Artemis. When first published, Murray's findings gained little acceptance in academic circles, but the book spurred a pagan revival in England and Europe. She later published two other books of a similar nature.

SKILLS: Accounting, Bargain, Climb, Credit Rating, First Aid, Jump, Library Use, Other Language, Persuade, and up three fields of study.

SPECIAL: +2 to EDU and +1 to CON. Add 20 bonus points to Credit Rating.

Professor/Teacher

Professors are those employed by colleges and universities; teachers work in public and private schools with the lower grades, one through twelve. Occasionally larger corporations employ a teacher to train employees, give seminars, or write technical publications. Independent scholars sometimes help support themselves by teaching part-time courses at colleges.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Scholars within your specialty, universities and libraries. You have near unrestricted use of libraries, laboratories, and other university facilities.

SKILLS: Credit Rating, English, Library Use, Persuade, and up to three fields of study.

SPECIAL: +2 to EDU. Add 10 points to your Credit Rating.

Researcher

The academic world sponsors a good deal of research, particularly in the fields of astronomy, physics, and other theoretical sciences. The private sector employs thousands of researchers, especially chemists, pharmacists, and engineers. Oil companies hire many trained geologists. Researchers spend most of their time indoors, working and writing.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Other scholars in your field; access to corporation libraries and laboratories; possible funding for pet projects.

SKILLS: Credit Rating, English, Library Use, and up to three fields of study.

SPECIAL: +3 to EDU.

Student/Intern

This character may be a student enrolled at a college or university, or the employee of a company receiving minimal compensation but valuable on-the-job training.

EARNINGS: Pauper to Upper Lower class.

CONTACTS AND CONNECTIONS: Access to professors, laboratories, libraries, and other facilities.

SKILLS: English, Library Use, and three fields of study.

SPECIAL: +1 to EDU.



Howard Carter

Archaeologist, 1873-1939. Carter was a British archaeologist whose fame was made certain by his discovery of the tomb of the Pharaoh Tutankhamen in 1922. Carter led many expeditions to Egypt's Valley of the Kings, and for a time directed Egypt's program to preserve its ancient artifacts. His father, an artist, taught him draftsmanship, and in 1891 he went to Egypt as a draftsman on an archaeological survey. A year later he received his first formal training in archaeology at Tell el Amarna, under the tutelage of the prominent British archaeologist Sir Flinders Petrie. Carter's discoveries over the next thirty years included the tombs of Thutmose IV, Queen Hashepsut, and Amenhotep I. Among Carter's many books on his discoveries is the three volume *The Tomb of Tut ankh amen*. Proponents of the "curse of King Tut's tomb" neglect to note that Carter, the man truly responsible for the tomb's "looting," lives for seventeen years after the invoking of the "curse."

Miscellaneous Occupations

The following occupations include those that do not seem to smoothly fit under other headings. Nonetheless, they offer some of the more interesting possibilities for character development. Most suggest obvious opportunities for the character to get involved in dark secrets.

Antique Dealer

Antique dealers may own their own shop, retail items out of their homes, or go on extended buying trips and making profit on resales to urban stores.



EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Local historians, antique dealers.

SKILLS: Accounting, Bargain, Credit Rating, Drive Auto, Fast Talk, History, Library Use, Navigate, Persuade.

SPECIAL: +1 to EDU. 1D20+40 points in Antiques skill.

Book Dealer

A book dealer may be the owner of a retail outlet or specialize in buying trips across the country and even overseas. Some represent wealthy clients at book auctions held in England and other places.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: Bibliographers, book dealers, libraries and universities, possibly major clients.

SKILLS: Accounting, Bargain, Credit Rating, Drive Auto, English, History, Library Use, Navigate, Other Language, Persuade.

SPECIAL: +1 to EDU. 1D20+40 points in Bookbinding and Printing History skill.

Dilettante

Dilettantes are self-supporting, living off an inheritance, trust fund, or other. The amount of money at your disposal may be great or meager but is enough to keep you from being forced to seek employment.

EARNINGS: Upper Lower to Wealthy.

CONTACTS AND CONNECTIONS: Variable, but usually people of your own background and tastes. You may be

a member of the local Masonic lodge or other fraternal organization. Or your tastes may be more bohemian, calling for an assortment of artists and poets among your acquaintances.

SKILLS: Credit Rating, plus up to four different areas of interest.

Fireman

Firemen are civil servants, employed by the communities they serve. They work around the clock, on shifts lasting several days: eating, sleeping, and entertaining themselves within the confines of the station.

Organized along military lines, promotion through lieutenant, captain, and chief is possible.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: A few civic amenities.

SKILLS: Axe, Climb, Dodge, First Aid, Jump, Roping.

SPECIAL: +1 to STR and +1 to CON. Special skill, Fire Fighting, of 1D20+40 points.

Flapper

Being a flapper is a state of mind rather than an occupation, although some dilettantes have raised it to a fine art. Pixie haircuts, cloche hats, long strings of beads, and gowns slit high up the side are de rigueur. Above all is required a distinct lack of restraint. Flappers are most often employed as secretaries, sales help, or other, similar work.

Many origins are given for the name flapper, but it most likely dates back to the early years of the decade when it became fashionable to wear rubber galoshes left unbuckled to “flap” while walking.



Woodie Guthrie

Hobo, 1912-1967. Woodrow Wilson Guthrie's fame does not come until the 1940s and afterward, but his experiences during the late 1920s and throughout the Depression era fueled the songs that made him famous. Woodie Guthrie was born in Oklahoma; his father was a sometime musician and professional boxer. Woodie left home at the age of sixteen and, in 1929, while visiting an uncle in Texas, learned to play the guitar. When the depression hit, he rode the rails, living as a hobo and eking out a little money playing his songs. Guthrie's songs were part folk song, part social commentary. In 1937 he took a job at a radio station in Los Angeles. His music had been recorded only casually in the 1940s, but his songs grew in popularity; Guthrie even recorded with legendary bluesmen such as Leadbelly. He moved to New York just before the Second World War, where he met up with other folk musicians, and where he became a communist for a short time. During the war Guthrie served in the merchant marine. After the war, Guthrie was mistakenly diagnosed as an alcoholic; his true malady was a nervous disorder which kept him institutionalized for much of the last fifteen years of his life. Guthrie's autobiography, *Bound for Glory*, is published in 1943.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Variable.

SKILLS: Bargain, Fast Talk, Persuade, Psychology, plus possible employment skills.

SPECIAL: +2 APP.

Gardener/Grave Digger

These characters are strong, healthy types—most often loners. They occasionally surprise people with an unexpected knowledge of literature, philosophy, poetry, or other self-taught specialty.

EARNINGS: Upper Lower to Lower class.

CONTACTS AND CONNECTIONS: None.

SKILLS: Bargain, plus up to three areas of interest.

SPECIAL: +1 to STR and +1 to CON. Immune to sanity losses from visiting graveyards at night, unearthing graves, etc.

Hobo

Although there are people out of work and, as always, alcoholics lying in the gutters, the true hobo forms a separate breed. Riding the rails continually, on the move from one town to another and working only when necessary, they are poets and vagabonds—adventurers, criminals, and thieves.

EARNINGS: Pauper.

CONTACTS AND CONNECTIONS: Other hobos, a few friendly railroad guards, soft touches in numerous towns.

SKILLS: Bargain, Climb, Fast Talk, Hide, Jump, Listen, Natural History, Sneak, Spot Hidden, Persuade.

SPECIAL: Hobos have a special written language of signs and symbols. These unobtrusive messages, scratched on walls and rocks, warn of vicious dogs and sadistic railroad guards, or inform as to where to get a good meal or find a place to sleep.

Librarian

Librarians are most often employed by public institutions or universities. Occasionally opportunities appear to take over custodial care of a private library, but these are increasingly infrequent.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Few.

SKILLS: Accounting, English, Library Use, Other Language, and up to three favorite reading topics.

SPECIAL: +2 to EDU. +20 points added to Library Use.

Merchant Marine

These are the sailors who work the cargo ships of America and the rest of the world. They are protected by a seaman's union but once away from port are truly at the mercy of the ship's captain. Although many of the gross abuses of the past have ceased, it is still a coarse and demanding life.

Sailors work aboard ships usually one voyage at a time. A small advance is paid upon sailing, the rest due when the ship lands in port. After parting with a ship, sailors typically spend the next few days, weeks, or months ashore, spending all their money. When finally broke they seek out the next ship leaving port and sign on.

EARNINGS: Upper Lower class.

CONTACTS AND CONNECTIONS: Seaman's union, smugglers.

SKILLS: Anthropology, Climb, Electrical Repair, Jump, Mechanical Repair, Operate Heavy Machinery, Other Language.

SPECIAL: +1 to STR and CON. -2 to EDU.

Museum Curator

A museum curator can be responsible for a large facility like a university or other publicly funded institution, or any sort of smaller museum, often specializing in local geology or other such topic.

EARNINGS: Upper Lower to Upper Middle class.

CONTACTS AND CONNECTIONS: Local universities and scholars, publishers, museum patrons.

SKILLS: Accounting, Bargain, Credit Rating, English, Library Use, Persuade.



A. E. Waite

Occultist, 1857-1942. Arthur Edward Waite is one of the most famous and studious turn of the century occultists. Waite was born in Brooklyn, the son of a ship's captain. His father died when he was two years old and the family moved to England to be with his mother's family. Brought up Catholic, Waite turned to spiritualism in 1874, when his sister died. When he found the spiritualists wanting, he joined H.P. Blavatsky's Theosophical Society, and studied alchemy and the mysticism of the French occultist Eliphas Levi. His first book, *The Mysteries of Magic* (1886), dealt with Levi's writings. A year later, while researching in the British Museum, Waite met fellow author and mystic Arthur Machen, who would be his friend and occasional co author until Waite's death. In 1891 Waite joined a new society of occultists, the Hermetic Order of the Golden Dawn. He would be involved in the Dawn's various incarnations off and on until 1914; Waite would in fact lead one faction of the Golden Dawn from 1903 1914, reorganizing its magical curriculum along more Christian lines. Though he himself claimed to be skeptical of its usefulness, Waite designed what is still the most widely used Tarot deck the Rider Waite or Rider Tarot deck; he wrote *The Pictorial Key to the Tarot* as a companion to this deck. This work likens the four Tarot suits to elements of the Grail legend, a topic about which he and his friend Machen frequently corresponded and published together. Waite became a Freemason in 1901, and was in the Rosicrucian Society from 1902 1914. His autobiography, *Shadows of Life and Thought*, was published in 1938.

Occultist

Occultists are students of magic and other powers. They fully believe in extra normal abilities and actively attempt to discover these powers within themselves. Most are familiar with a broad range of different philosophies and magical theories.

EARNINGS: Pauper to Lower class.

CONTACTS AND CONNECTIONS: Libraries, occult societies, other occultists.

SKILLS: Anthropology, English, History, Library Use, Occult, Other Language.

Parapsychologist

Parapsychologists do not pretend to enjoy extraordinary powers, but instead spend their efforts attempting to observe, record, and study such instances. Making use of a few simple devices and a good dose of common sense, they spend a major portion of their time debunking fake mediums and mistaken phenomena than recording actual evidence. Some make intensive studies of ESP, telekinesis, and other paranormal powers.

EARNINGS: Upper Lower to Lower Middle class.

CONTACTS AND CONNECTIONS: Universities, parapsychological publications.

SKILLS: Anthropology, Electrical Repair, Hypnotism, Library Use, Mechanical Repair, Occult, Photography.

Surveyor

Unless one is lucky enough to land a steady job with a large city or building contractor, a surveyor has to stay on the move, traveling from town to town, state to state, in search of work.

EARNINGS: Upper Lower to Middle class.

CONTACTS AND CONNECTIONS: State and local records offices.

SKILLS: Accounting, Bargain, Library Use, Natural History, Navigate, Photography, Spot Hidden.

Undertaker

Undertakers are licensed by the state. They either own their own funeral parlors or work for someone who does.



Harry Price

Parapsychologist, 1881-1948. Price was a tireless British parapsychologist. A member of the British Society for Psychical Research (founded in 1882), Price formed his own similar organization, the National Laboratory of Psychical Research, in 1926. Price's interest in the occult started early he is said to have investigated his first paranormal case (a poltergeist) at the age of fifteen. He had no scientific background or academic credentials to speak of, but he was a skilled magician, and used this talent to spot would be frauds. He was adept at generating publicity for his experiments and findings, and his outspokenness make him many enemies among psychics, mediums, and academics. Whatever his faults, Price was a meticulous researcher, always making careful preparations to spot frauds at seances and at sites of alleged paranormal activity. He uses cameras with infrared film, motion detecting devices, and a well stocked "ghost hunter's kit" in his investigations. Price conducted many seances in the 1920s, and investigated instances of poltergeist activity, ghostly hauntings, and psychokinesis. In 1929 he became engaged in his most famous case: the haunting of Borley Rectory, northeast of London. Price devoted more than seventeen years to his study of this apparently genuine haunting, and wrote two books about it. All told, he wrote seventeen books throughout his career.

EARNINGS: Lower Middle to Upper Middle class.

CONTACTS AND CONNECTIONS: Few.

SKILLS: Accounting, Bargain, Biology, Credit Rating, Persuade, Psychology.

SPECIAL: Considering the nature of the undertaker's work, certain sanity losses regarding corpses, blood, or accident victims might be safely reduced or ignored.

Zookeeper

Zoos are a fixture in all large U.S. cities and many medium-sized ones. Zookeepers are responsible for the feeding and care of the animals; grounds keepers and attendants take care of other chores.

EARNINGS: Lower Middle to Middle class.

CONTACTS AND CONNECTIONS: Local university zoology department.

SKILLS: Accounting, Biology, First Aid, Natural History, Medicine (veterinary), Pharmacy. ■



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1920s SKILLS

Call of Cthulhu skills and their 1920s context,
from Accounting to Track.

Also, an explanation of skill levels.

The following skill descriptions reprint and expand upon information in the main *Call of Cthulhu* rule book for the convenience of players. Specific notes on the 1920s are included.

Skill Levels

Though not an official part of the rules it is sometimes handy to judge a character's ability according to the level of their skill rather than resorting to dice rolling. The following "levels" are offered as suggestions only and should not be taken literally in all instances.

- **20-25%:** A novice or beginner—the basic starting percentage for most learned skills. A basic level allows a character to operate machinery or equipment in a safe manner under normal circumstances; speak a language well enough to find their way around a foreign country, order dinner, etc.; make routine repairs; or function as an assistant or apprentice in a job position.
- **50%:** The usual minimum required for a professional to gain and keep employment, be it as a lawyer, doctor, archaeologist, car mechanic, taxi driver, or mail pilot. This level of skill in a foreign language allows one to carry on normal conversation, read books, etc.
- **75%:** This level indicates notable ability. In a professional skill this person would qualify as a director or other type of supervisor. A 75% or higher skill allows a character to read even the most difficult books, and effect reliable, accurate translations. Professional race drivers, stunt pilots, or athletes will all demonstrate pertinent skill of 75% or more.
- **90%:** Skills at this level or above indicate world-class abilities. A character with such a skill level might discover a cure for a known disease, become a world-renowned flying ace or race driver, or write a significant piece of literature in a foreign language. However, this is only a measure of potential, not actuality. A character must still do something to earn such recognition.

Accounting (10%)

Grants understanding of accountancy procedures, and reveals the financial functioning of a business or person. Inspecting the books, one might detect cheated employees, siphoned-off funds, payment of bribes or blackmail, and whether or not the financial condition is better or worse than claimed. Looking through old accounts, one could see

how money was gained or lost in the past and to whom and for what payment was made (grain, slave-trading, whiskey-running, etc.).

As with most professions, a skill of 50% or more is usually the minimum required to qualify an individual as a professional. An investigator with a skill of 75 or more could be a CPA (a Certified Public Accountant), and a skill of 90 or more might allow him to function as an actuary.

1920S ACCOUNTING

1929 saw the publication of *The Economics of Accountancy* by J.B. Canning. It marks one of the first attempts to build a structure of accounting on the basis of modern economic theory.

Anthropology (01%)

Enables the user to identify an individual's way of life from his behavior. If the skill-user observes another culture from within for a time, or works from accurate records concerning an extinct culture, he or she may make simple predictions about that culture's mores and morals even though the evidence may be incomplete. Studying the culture for a month or more, the anthropologist understands how the culture functions and in combination with Psychology, may predict the actions and beliefs of a representative from it. Essentially useful only with existing cultures.

1920S ANTHROPOLOGY

By the 1920s anthropology has clearly divided itself into two disciplines: cultural anthropology and physical anthropology, each subdivided differently in the U.S and in Europe.

Numerous books of interest have been lately published, including: Franz Boas' *The Mind of Primitive Man* (1911); Bronislaw Malinowski's *The Argonauts of the Western Pacific* (1922) and *Customs and Crimes in Savage Society* (1926); J.G. Frazer's *Totemism and Exogamy* (1910) and *Folklore in the Old Testament* (1918); Max Schmidt's *The Primitive Races of Mankind* (1926); and Margaret Mead's *The Coming of Age in Samoa* (1928).

In 1927, remains of Peking Man are unearthed in China.

Archaeology (01%)

Allows dating and identification of artifacts from past cultures and the detection of fakes. Having thoroughly inspected a site, the user might deduce the purposes and way of life of those who left the remains. Anthropology might aid in this. Archaeologists specialize in particular cultures and periods.

1920S ARCHAEOLOGY

Numerous archaeological societies exist, most publishing their own journals. Some of the oldest and best know are: The Hellenic Society, the Egypt Exploration Society, and the Palestine Exploration Fund.

Although a long-standing archaeological interest in Egypt has been further spurred by the discovery of Tutankhamen's tomb in 1922, other parts of the world are now seeing scrutiny. Hiram Bingham discovers the Incan city of Machu Picchu in 1911, while in the early 1920s excavations at Mohenjo-Daro and Harappa lead to the discovery of the ancient Indus civilization. Stonehenge is dated for the first time, to 4000 years ago, and by the end of the decade the remains of the prehistoric Shang civilization are discovered at An-Yang in eastern China.

Art (05%)

Specify song, some musical instrument, painting, cooking, etc.—any non-literary art which a creative person might seriously pursue through life. With a success, the performance or creation is pleasing and the audience is satisfied. Failure indicates that the artist was off-key or inexpressive. Lovecraft's artists invoke the traditional muses, but the keeper might allow much wider definitions of "art," from baseball to juggling. The player should note the style or medium: opera singer, oil painter, etc. The investigator sheet contains blank spaces for different versions of this skill.

1920S ART

Max Ernst is a leading dadaist painter and sculptor. Politically outspoken Mexican painter Diego Rivera has a showing in New York. Picasso explores cubism. Bela Bartok visits U.S. in 1927. Classical guitarist André Segovia debuts in Paris. Arturo Toscanini picks up the conductor's baton at the New York Philharmonic in 1928. Pablo Casals is the world's leading cellist.

Astronomy (01%)

The user knows or can find out which stars and planets are overhead at a particular day or hour of day or night, when eclipses and meteor showers occur, and the names of important stars. An academic might be able to calculate orbits or discuss stellar life cycles.

1920S ASTRONOMY

America's leading astronomer is Edwin Hubble who, in 1922-24, discovered that nebulae are actually separate galaxies lying far beyond the Milky Way. His discovery in 1929 of "red shifts" leads to theories about an expanding, and ever-dynamic universe. Astronomer Clyde Tombaugh discovers the ninth planet of our solar system in 1931, naming it Pluto.

The largest telescopes in the world are the 100-inch reflector on Mt. Wilson near Pasadena, California, and a 72-inch reflector in Vancouver, British Columbia. Plans for

larger instruments are currently being laid, including the 200-inch reflector to be installed atop Mt. Palomar.

A number of Astronomical societies exist, publishing journals and newsletters. These include: The Royal Astronomical Society (1820); The British Astronomical Society (1869); The American Astronomical Society (1899); The Astronomical Society of the Pacific (1880); and The American Association of Variable Star Observers (1911). All welcome the amateur astronomer.

Bargain (05%)

The skill of obtaining something for an agreeable price. The bargainer must state the price at which he wishes to purchase the item and, for each 2% difference between that price and the asking price, he must subtract 1 percentile from his Bargain skill. The seller will not take a loss, no matter how well the investigator Bargains, but the keeper usually determines the bottom-line amount secretly.

By implication, use this skill in any negotiation which features an exchange of value. Combination rolls with Credit Rating, Fast Talk, or Persuade might help in bargaining.

A simple Bargain may be struck in a few minutes. A complex contract might take weeks, and Bargain might them work in combination with Law.

1920S BARGAIN

Current well-known American philanthropists—most with established grant foundations—include: Andrew Carnegie, George Eastman, Henry Ford, Daniel Guggenheim, Andrew Mellon, Julius Rosenwald, and J.P. Morgan (the younger).

Biology (01%)

The science of life, including botany, cytology, ecology, genetics, histology, microbiology, physiology, zoology, and so on. The investigator's understanding reflects the era of play. With this skill one might for instance develop a vaccine against some hideous Mythos bacterium, or isolate the hallucinogenic properties of a rare plant.

1920S BIOLOGY

By the 1920s, a division of roles has occurred: molecular biology, microbiology, biochemistry, and biophysics, being only a few among the many. *The Science and Philosophy of the Organism* (1929) by Hans Driesch is an up-to-date reference. The Lister Institute, funded by Irish beer baron Edward Guinness, is currently establishing a "library" of over 2000 living cultures including bacteria, protozoa, and fungi.

Chemistry (01%)

A study of the composition of substances, the effects of temperature, energy, and pressure upon them, and how they affect one another. With Chemistry, one might create or extract complex chemical compounds, including simple



explosives, poisons, gases, and acids, requiring at least a day or so with the proper equipment and chemicals. The user could also analyze an unknown substance, given proper equipment and reagents.

1920S CHEMISTRY

By the 1920s Chemistry has become an essential part of most sciences from medicine and pharmacy, to physics and biology. Synthetic substances like Bakelite—the first plastic—are being developed, while chemistry also helps to explain the role of vitamins and hormones. Synthetic replacement medicines, such as Novocaine for cocaine, are being developed, as well as faster film emulsions and stronger alloys. Currently there are 92 elements listed on the Periodic Table.

Climb (40%)

Climb is self-explanatory. A successful Climb roll must be made every 10 to 30 feet, depending on the difficulty of the climb that the keeper perceives. Various conditions—surface, wind, day or night, rain, etc.—may be factors.

If an investigator needs to climb quietly, match the player's D100 roll against both Climb and Sneak. If succeeding in Climb but failing in Sneak, he or she climbed successfully, but made noise. If the Climb failed but the Sneak succeeded, he or she fell without important noise.

Conceal (15%)

Allows the visual covering up, secreting, or masking of an object or objects, perhaps with debris, cloth, or other intervening or illusion-promoting materials, perhaps by making a secret panel or false compartment, or perhaps by repainting or otherwise changing an item's characteristics to escape detection.

With it, a person might be secreted from sight, but could not be disguised to evade even a cursory inspection. Larger objects of any sort should be increasingly hard to conceal. Things larger than elephants should not be concealable by a person, though they might be by a group.

Craft (00%)

Crafts are skills used to make practical things or to create pleasing effects. Subject to keeper approval, nearly any job or profession that earns income is a craft.

With a Craft skill, an investigator can make and repair simple items with a successful roll. This will typically require equipment and time, determined by the keeper. With a critical success, a craftsman might make an exceptionally fine item. A successful skill roll may also be made to remember history or theory related to the craft.

1920S CRAFT

With the advent of mass production and the industrial age, individual crafts are slowly becoming less common than they once were. Still, there are many craftsmen, among

them bakers, butchers, cabinet makers, carpenters, cobblers, machinists, millers, morticians, shipwrights, and tailors.

Credit Rating (15%)

Narrowly, how prosperous and confident the investigator seems to be. This is the investigator's chance to panhandle or get a loan from a bank or business, and it is also the chance for the investigator to pass a bad check or to bluff past a demand for credentials.

In small towns everyone knows everyone, and Credit Rating amounts to an index of personal reputation as well as monetary worth. Thus Credit Rating might ebb and flow because of scandal or personal behavior, while the loss or accumulation of money effects minor change or no change. As appropriate, the keeper may cause a character to make clear such distinctions.

Cthulhu Mythos (00%)

Secrets man was not meant to know, gained by encounters with the mythos, and the reading of forbidden tomes.

Disguise (01%)

The user changes posture, costume, and voice. Bonuses should be awarded for theatrical makeup or dim lighting. Penalties should be given for differences in sex, age, SIZ, or race. To look like a specific person, halve the effective skill percentage; this sort of illusion can be maintained only at a distance.

On a failed Disguise roll, onlookers will notice flaws in the disguise. A fumbled Disguise roll causes the investigator to look immediately suspicious. If someone suspects a disguise, they may use a Spot Hidden roll to attempt to pierce it.

Dodge (DEX x2%)

Allows an investigator to instinctively evade seen blows, thrown missiles, ambushes, and so forth. A character attempting Dodge may perform no attacks in that combat round, but may parry.

An investigator can try to dodge something if it can be seen coming from a distance—a rolling rock or swerving automobile, for instance—and can try to get out of the way.

Drive Automobile (20%)

Anyone with this skill can drive a car or light truck, and make ordinary maneuvers and cope with ordinary vehicle problems. If the investigator wants to lose a pursuer or trail someone, both participants might attempt Driving rolls until one fails and the other succeeds. Dangerous maneuvers always call for Drive rolls.

Drive Carriage is a similar skill starting at 00%, though it was much more common in the 1890s.

1920S DRIVE AUTOMOBILE

Drivers are licensed by individual states. Most require a minimum age of 16, although there are exceptions, especially regarding the use of farm vehicles by underage persons in conjunction with the work of the farm. To obtain a license a short, simple written test must first be passed, followed by a brief road test in the presence of a police officer. Passing both tests, and the payment of a fee, results in a license usually good for one to two years before needing renewal. Driver's licenses are valid in other states, but can be revoked by a judge if the driver is repeatedly ticketed for unsafe practices.

Electrical Repair (10%)

Enables the investigator to repair or alter electrical equipment such as auto ignitions, electric motors, and burglar alarms. To fix an electrical device may require special parts or tools.

1920S ELECTRICAL REPAIR

Most repair jobs in the early 1920s require only a knowledge of motors and generators, lighting and heating systems, and the comparatively simple circuitry of automobiles and burglar alarms. These sorts of tasks could logically be handled by Mechanical Repair and it is suggested that the one skill be used for both mechanical and simple electrical repairs. By the end of the decade, however, the radio business is booming and television already in its infancy. Repairing these devices calls for an Electrical skill.

Numerous schools and correspondence courses currently abound, offering to teach these "vital new skills"; even courses on television are available. *Popular Science* and *Modern Electronics* (the latter founded in 1908 by Hugo Gernsback) are both monthly periodicals devoted to new developments in technology.

Fast Talk (05%)

Causes the target to agree as the user wishes. Without reflecting, the target signs the paper, allows the trespass, loans the automobile, or whatever else within reason is asked. But given a short time to think and a successful Idea roll, the target comes to his or her senses: the Fast Talk loses effect.

In a game minute or so, Fast Talk may pass off suspect goods and facts as reliable or as not worth bothering about. In contrast, Persuade and Bargain may take hours or days to conclude. Fast Talk is quick to take effect, but it can be used at most on a handful of people. Fast Talk will not work on targets whose minds are made up; use Persuade instead.

1920S FAST TALK

The 1920s are the heyday of the scam artist, the con-game, and the flim-flam man. In 1921 Oscar Hartzell begins expanding his "Drake Fortune" scam, which eventually reaches international proportions. Pinkerton warns of a

nationwide ring passing bad checks at banks. In 1922 Joseph "Yellow Kid" Weil and a partner pull off a \$300,000 bank scam. The Yellow Kid surfaces later that year, running a fake medium hustle. 1922 also finds Victor "The Count" Lustig (who has already sold the Eiffel Tower—twice) swindling a bank out of \$10,000. Insurance and real estate scams proliferate. In 1923 Frederick A. Cooke, a claimant to the discovery of the North Pole, is convicted in a Texas oil-lease fraud. In 1924 worthless stocks flood the Midwest and the Yellow Kid bilks twenty suckers in Chicago out of \$500,000. Victor Lustig shows up in Chicago in 1925 and before leaving, nips gangster Al Capone for 5 G's. In 1927 Walter Hohenau stings investors with the latest in "water-to-gas" schemes.

First Aid (30%)

The percentage chance of awakening an unconscious or stunned comrade, setting a broken limb, treating burn damage, resuscitating a drowning victim, etc. First Aid has no effect on diseases or subtle physical ailments, nor on poisoning unless the keeper admits the roll. Treated with First Aid, an investigator's healing rate stays at 1D3 points per week. Moved to a hospital and successfully treated with Medicine, that rate rises to 2D3 per week.

Failure in applying First Aid requires the user wait some reasonable amount of time to try again, but another practitioner could make his or her attempt in the next round.

A success with this skill allows the user to immediately heal 1D3 hit points of a single attack or injury. Thus an investigator suffering multiple gunshot wounds might receive First Aid for each, as long as they were not incurred in the same attack. One could get more detailed in listing wounds and injuries, of course, but the bookkeeping might be tedious.

In the same or the succeeding combat round, an investigator who has just died may be returned to life if the emergency 1D3 hit points raises his or her hit point total to at least +1.

A success with First Aid immediately awakens any victim of a knock-out attack and, if the keeper wishes, anyone unconscious.

Once an investigator has had First Aid successfully applied to an injury, further applications either of First Aid or of Medicine have no effect. A new injury could be treated independently, however. An application of the skill takes a combat round, or as the keeper determines. See also Medicine.

1920S FIRST AID

First Aid kits of the time typically include: bandages, gauze, scissors, needle and thread, olive oil, Epsom salts, powdered mustard, Witch Hazel, oil of cloves, syrup of ipecac, colloidion, and lime-water. Iodine is the best topical antiseptic. Note that snake bite antivenins are not yet available.

Fist/Punch (50%)

A self-explanatory skill, which might be depicted as a

closed fist, a karate chop, a roundhouse punch, a violent slap, etc. One can use Fist/Punch to parry Kick and Head Butt. Martial Arts can add to its impact, and the knock-out rule can be applied to it.

1920S FIST/PUNCH

Brass knuckles add 2 points of damage to every hit (3 if spiked), but are illegal in most states either specifically, or as concealed weapons.

Geology (01%)

Enables an investigator to tell the approximate age of a rock stratum, recognize fossil types, distinguish many minerals and crystals, locate promising sites for drilling, evaluate soils, and anticipate volcanism, seismic, events, avalanches, and other such phenomena. Sherlock Holmes was expert in London-area soils, and could trace a man's movements by studying the dirt on his boots.

1920S GEOLOGY

The theory of floating continents (tectonics) gains credence in this decade as favorable evidence continues to accumulate. A group of American geologists puts forth the theory that periodic flooding in parts of the world may have been the result of ocean levels rising and falling due to periodic ice ages, rather than a lifting and settling of the continents as previously believed.

The world's two best-known societies are: The Geological Society of London (1807); and The Geology Society of America (1888) in New York.

Grapple (25%)

A Grapple is a special personal attack, frequently chosen to harmlessly subdue an opponent. This attack may be parried by a countering successful Grapple or other attack by the target, but only in the first round of attack.

If a Grapple attack succeeds in the first round and is not neutralized, then the attacker holds the target and may thereafter exercise one of several options.

- **Immobilize the target** by overcoming the target's STR with his or her own STR, using the Resistance Table. With a success, the target is held fast indefinitely, until the grappler attempts another action.
- **Knock down the target.** If used, this option automatically succeeds.
- **Knock out the target** in the first or a later round: see the knock-out rule.
- **Disarm the target.** With successful Grapples in consecutive rounds, an investigator could Grapple to prevent a hand-to-hand attack in the first round and then seize the weapon or weapon hand in the second round.
- **Physically injure the target.** The opponent already must be successfully grappled. The grappler must

receive a second successful Grapple roll in the first round, or a successful Grapple in some later round. Success costs the target 1D6 hit points plus the attacker's damage bonus. Harm in subsequent rounds requires a new Grapple success in those rounds, and the injury done remains the same.

- **Strangle the target.** Beginning in the round stated, the target begins to asphyxiate, as per the Drowning rules, and continues in subsequent rounds. The attacker needs no further Grapple rolls.

In either type of injury-making Grapple, the victim is caught and can escape only by successfully matching STR against STR on the Resistance Table on his DEX rank.

1920S GRAPPLE

World heavyweight wrestling champions of the decade include: Gus Sonneberg, Joe Stecher, Stanislaus Zbyszko, and Ed "Strangler" Lewis.

Handgun (20%)

Use for all pistol-like firearms when firing discrete shots. Loading and firing a black-powder handgun may require a successful History roll as well, at the keeper's option.

Head Butt (10%)

The essential barroom brawl skill, Head Butt is applied to the belly of an opponent or else to his temple, crown, nose, chin, or the back of his head. This personal attack can be made in cramped surroundings, and part of its effect comes from its surprising quickness. One cannot parry with Head Butt, but Martial Arts can add to its effect, and the knock-out rule can be applied to it.

Hide (10%)

As opposed to Conceal, Hide concerns the individual user's ability to escape detection in an unprepared position. Use this skill only in a pursuit situation, or when under surveillance or patrol. It lets the user choose objects, bushes, deep shadows, etc., in which to lurk for a while. Cover must be present. In an area being watched, the user can move while hiding. Figure the chance for successful movement by halving the Hide skill amount.

History (20%)

Enables an investigator to remember the history of a country, city, or region, with particular reference to pertinent events. Lessen the chance if the investigator needs to remember a particularly obscure fact. A successful History roll might be used to help identify written forms of extinct human languages or to know some ancient technique.

1920S HISTORY

H.G Wells' *Outline of History* (1920, revised 1931) is the

popular favorite. Academics and others are attracted to Oswald Spengler's *Decline of the West* (translated 1926-28).

Jump (25%)

With a success, the investigator can leap up vertically and grab to his or her own height, safely leap down vertically to own height, jump horizontally from a standing start to his or her own height across a gap, or run and jump horizontally to twice his or her own height. If falling from a height, a successful Jump subtracts 1D6 hit points from those lost to the injury.

1920S JUMP

World record jumps in the latter part of the 1920s are as follows: Running High Jump, 6 feet, 8 1/4 inches; Running Long Jump, 25 feet, 10 7/8 inches; Standing Long Jump 8 feet, 5 1/2 inches; Pole Vault, 14 feet.

Kick (25%)

Whether a straight-forward kick to the groin or the jaw, or an elegant flying kick, or a kick with both legs while lying on a floor, a Kick is powerful enough to do damage wherever it lands. A Kick may parry and Martial Arts may add to its effectiveness, but do not apply the knock-out rule to Kick except in special circumstances.

The damage figure of 1D6 assumes hard-soled, leather shoes; add 1 point if boots are steel-toed, or particularly pointed such as cowboy boots. Reduce damage if softer shoes are worn: slippers, pumps, etc.

Law (05%)

Represents an investigator's chance of knowing a pertinent law, precedent, legal maneuver, or court procedure. In another country, halve the chance for success with this skill, unless he or she has spent 30-INT months studying that nation's law.

1920S LAW

In a landmark case, Clarence Darrow loses the Scopes Monkey Trial in Tennessee to William Jennings Bryan in 1925.

Library Use (25%)

In many ways it is the most important skill in the game. Library Use enables an investigator to find a given book, newspaper, or reference in a library or collection of documents, assuming that the item is there. Each use of this skill marks four hours of continuous search. An investigator rarely gets more than two tries per day.

This skill can locate a locked-case or rare-book special collection, but Fast Talk, Persuade, Bargain, Credit Rating, a bribe, or special credentials might be needed to get at the books.

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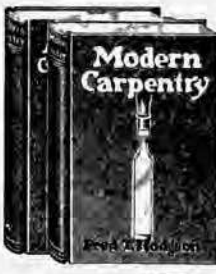
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1920S LIBRARY USE

Public libraries abound in the 1920s, even in small towns where many of them were funded by the Carnegie Institute and other organizations. Although readily available, their resources are limited. Most large American cities have creditable public collections, particularly New York and Boston. Universities maintain large libraries, some of them with renowned collections. Although borrowing is limited, most offer access to the public, whether enrolled in the school or not.

Listen (25%)

Measures the ability of an investigator to interpret and understand sound, including overheard conversations, mutters behind a closed door, and whispered words in a cafe. The keeper may use it to determine the course of an impending encounter: was your investigator awakened by that crackling twig?

1920S LISTEN

A good quality stethoscope can be of use when listening through walls or doors. Microphones of the day are large and difficult to conceal. Phone taps are easily made, most often at the line's connection to the outdoor pole.

Locksmith (01%)

The user may repair locks, make keys, or open locks with the aid of skeleton keys, picks, and other tools. Especially difficult locks may lower the chance for success. A locksmith can open car doors, library windows, Chinese puzzle boxes, etc., and penetrate simple alarm systems. Sophisticated safes, vaults, and other serious defensive systems are beyond this skill. Keepers might combine Locksmith with DEX or POW rolls to cover a variety of surreptitious situations.

1920S LOCKSMITH

Although cheaper combination locks can sometimes be "felt" and opened successfully, higher quality combinations found on safes and vaults are impervious to this method. The usual method is to steal the entire safe, taking it to a safe location where time can be spent "peeling" it with torches, crowbars, and hammers. Large vaults are often more easily entered through one of the walls, than through the securely locked door.

Machine Gun (15%)

Use this skill whenever firing bursts from a bipod or tripod mount. If single shots are fired from a bipod, use the Rifle skill instead if it is higher.

Martial Arts (01%)

Use when attacking with Fist/Punch, Head Butt, Kick, or Grapple. If the attack roll is equal to or less than the attack-

er's Martial Arts percentage, the attack does double damage. Thus Fist/Punch would do 2D3 plus normal damage bonus. Martial Arts doubles the damage done if the attack strikes home, but not any damage bonus.

A person with Martial Arts may choose which attack to parry just before that attack, and does not need to make a parry statement at the beginning of the round. Even with Martial Arts, bullets and other projectiles cannot be parried.

1920S MARTIAL ARTS

The only commonly known martial arts are the French savat, and Japanese Ju-Jutsu (or Jiu-Jitsu). The former is a style of French kick boxing that includes Indo-Chinese features. The latter is traditional in Japan. More about Ju-Jutsu can be learned by reading K. Saito's book, *Jiu Jitsu Tricks* (1905).

Mechanical Repair (20%)

This allows the investigator to repair a broken machine, or to create some new simple one. Basic carpentry and plumbing projects may be attempted. This is a companion skill to Electrical Repair, and both may be necessary to fix some devices. Special tools or parts may be required. Except for very simple locks, special tools are needed to pick locks. See the Locksmith skill.

1920S MECHANICAL REPAIR

A variety of mechanical chores abound today, from automobiles, to home appliances, to industry. Inexpensive correspondence courses and periodicals such as *Popular Mechanics* can keep a mechanic abreast of new developments.

In the 1920s basic electrical repair jobs can often be handled with Mechanical Repair (see Electrical Repair).

Medicine (05%)

The user diagnoses and treats human frailties, injuries, diseases, poisonings, etc., and makes public health recommendations. If an era has no good treatment for a malady, any effort is limited, uncertain, or inconclusive. Failure in application requires that the user wait some amount of time to try again, but another practitioner could make his or her attempt in the next round.

In an emergency, the successful user of Medicine can immediately restore 1D3 hit points, once per attack or injury.

In the same or the succeeding combat round, an investigator who has died may be returned to life if the emergency 1D3 hit points raises his or her hit point total to at least +1.

An investigator successfully treated with Medicine heals at 2D3 hit points per game week.

A success with Medicine immediately awakens any victim of a knock-out attack and, if the keeper wishes, anyone unconscious.

The keeper may rule that a medical condition is not treatable. See also First Aid.

1920S MEDICINE

The Great War results in X-ray machines that are fast and portable. Insulin is isolated in 1922. Sir Alexander Fleming discovers penicillin in 1928. By the end of the decade radiation therapy is being administered to cancer patients.

Nitrous Oxide is still the best general anaesthetic, despite tests with ethylene and acetylene. Cocaine is still the best topical anaesthetic, although quickly being replaced by synthetic Novocaine. Morphine, although regulated by the Federal Government, is the best massive painkiller, and despite its addictive quality has still not completely lost its early “wonder drug” image. Antibiotics are non-existent and quinine is still used to treat such things as malaria and yellow fever. State-mandated vaccinations have nearly eliminated Small Pox as a threat and successes have been obtained against typhoid-type diseases. However, many others such as cholera and tuberculosis have proven resistant and remain virulent. A world-wide influenza epidemic in 1918-1919 infected twenty million in the U.S.A., resulting in 850,000 fatalities. It is estimated that the pandemic killed twenty million people, infecting every continent except Australia.

Natural History (10%)

Originally the study of plant and animal life in its environment. Even by the 1890s this study had long been divided into many separate academic disciplines. As a skill, it represents the knowledge of farmers, fishermen, inspired amateurs, and hobbyists. It identifies species and habits or milieu in a general way, and is able to guess at what is important to a particular species. What is known may or may not be accurate—this is the region of appreciation, tradition, and enthusiasm. Use Natural History to judge horse-flesh at a county fair, or to decide whether a butterfly collection is excellent—or just excellently framed.

1920S NATURAL HISTORY

The first Okapi is bagged in Africa in 1900. The existence of the gorilla is confirmed in 1903 and two separate species identified. The creature is studied by American explorer Carl Akeley. On September 1, 1914, the last American Passenger Pigeon dies in a Cincinnati zoo.

Navigate (10%)

Allows the user to find his or her way in storms, clear weather, in day, or at night. Those of higher skill are familiar with the astronomical tables, charts, and instruments. Rolled results for such a skill should be kept secret, a matter for the investigators to work out. One could also use this skill to measure and map an area—an island of many square miles, a passage, or the inside of a room.

Occult (05%)

This skill enables the user to recognize occult paraphernalia, words, and concepts, as well as identify grimoires of

magic and occult codes when he sees them, and the skill can aid in their translation or understanding. Comprehending certain books may provide percentiles of Occult. Some occult books are noted below. This skill does not apply to spell books, and magic of the Cthulhu Mythos, but as most of the more ignorant human worshipers of the Great Old Ones may believe in the conventional occult as well, it could prove of use.

1920S OCCULT

In 1920 Aleister Crowley founds the Abbey of Thelema in Sicily; he is expelled in 1923 after the death of one of the members. In 1925 Sir Arthur Conan Doyle is nominated honorary president of the International Spirit Congress. In the same year Col. Percy Fawcett disappears in the jungles of Brazil while searching for evidence of Atlantis. The mystic Gurdjieff sets up a little publicized institute near Paris.

Popular books of the era include: *The Encyclopedia of Occultism* (1920) by Lewis Spence; *The Witch Cult of Western Europe* (1921) by Dr. Margaret Murray; *Thirty Years of Psychical Research* (1923) by Charles Richet; *The Problem of Atlantis* (1924) by Lewis Spence; *The Old Straight Track* (1925) by Alfred Watkins; *The Lost Continent of Mu* (1926) by Col. James Churchward; and *The Projection of the Astral Body* (1929) by Dr. Hereward Carrington.

Operate Heavy Machinery (01%)

Required to drive and operate a tank, back-hoe, steam shovel, or other large-scale construction machine. Once the skill is known, no skill roll is needed except for difficult or dangerous tasks, or bad or dangerous conditions. For very different sorts of machines, the keeper may decide to lower an investigator's nominal skill if the problems encountered are mostly unfamiliar ones: someone used to running a bulldozer, for instance, will not be fully competent with a steam turbine in a ship's engine room.

Other Language (01%)

Specify the language. No limit exists on the number which an individual can know. The skill represents the user's chance to speak, read, and write in a language other than his or her own. Ancient or unknown languages comparable to Aklo should not be chosen, but ordinary earthly languages may be. Occasionally the keeper may determine that a number of separate complex points exist in a document or speech, and call for several such language rolls, one for each point. Similarly, the keeper may momentarily reduce a user's skill in a language if archaic speech or writing in that language is encountered. Normally a single successful Other Language roll is needed to comprehend an entire book.

If an investigator has 20 points in a particular Other Language, he or she always grasps the gist of normal conversation, though one needs INT x5 or better points in a second language to pass for a native speaker. Blank spaces exist on the investigator sheet for other languages.

Many modern languages are related. An investigator skilled in French could logically argue for a fairly accurate understanding of Spanish, Italian, or Portuguese. Keepers will have to adjudicate which languages are sufficiently related, and to what extent their relationship aids in understanding.

To identify an unknown present-day human language, use a History or Archaeology roll. To identify an alien language, use a Cthulhu Mythos or possibly an Occult roll.

Own Language (EDU x5%)

Specify the language. In infancy and early childhood, most humans use a single language. For most people in the United States, that tongue is some dialect of American English. But whatever the tongue chosen by the player for the investigator's Own Language, the investigator's skill in Own Language automatically starts at EDU x5%: thereafter the investigator speaks, reads, and writes at that percentage or higher. Normally no skill roll is necessary to use Own Language. If a document is extremely difficult to read, or in an archaic dialect, the keeper may reduce the user's skill chance in that situation.

Persuade (15%)

Use Persuade to firmly convince a target of a particular idea or concept. Like Fast Talk, Persuade may be employed without reference to truth. Unlike Fast Talk, Persuade's effect lingers indefinitely, for weeks or years perhaps, until events or another Persuade turn the target's mind in another direction. Since Persuade's effects are long-lasting, the successful application of the skill might take an hour or more, depending on what's being attempted.

Pharmacy (01%)

The user recognizes, compounds, and dispenses a wide variety of drugs and potions, natural and man-made, and understands side-effects and contraindications. He or she has a good knowledge of poisons and antidotes. The skill grants no ability to diagnose diseases or to prescribe medicines, though the user may be familiar with a range of symptoms and be able to select the right treatments for poisonings.

1920S PHARMACY

Salvarsan, the first effective treatment for syphilis, was discovered in 1910. Various dyes and compounds have been found to "flush" the human system of parasitical protozoa but stubborn bacteria still pose a problem. The nutritional role of newly-discovered vitamins is being studied. Experiments are being conducted with certain "hypnotic" drugs—various alkaloids isolated from exotic plants.

The Federal Food and Drug Act of 1906 imposed strict requirements on the contents and labeling of patent medicines and other nostrums, resulting in the general demise of this industry. The Harrison Anti-Narcotic Act further strictly controls the dispensing of drugs such as morphine, cocaine, and others.

Photography (10%)

Covers both still and motion photography. This skill allows one to take clear pictures, develop them properly, and perhaps enhance half-hidden detail. Failures are blurred or do not show what was desired.

1920S PHOTOGRAPHY

Coin-operated photo machines debut on the boardwalks, delivering four different photographs for ten cents. T. Svedberg is using ultra-violet light to photograph ancient documents, allowing for the deciphering of palimpsests, and for the discovery of forgeries as well. Cameras have been developed that photograph the inside of gun barrels, and through microscopes. Long exposure photographs reveal otherwise invisible stars and nebulae. Continuing research promises newer, faster, and more sensitive film emulsions all the time.

Physics (01%)

Grants theoretical understanding of pressure, materials, motion, magnetism, electricity, optics, radioactivity and related phenomena, and some ability to construct experimental devices to test ideas. The degree of knowledge depends on the era of use. Practical devices such as automobiles are not the province of physicists, but impractical or experimental devices may be, perhaps in conjunction with Electronics or Mechanical Repair.

1920S PHYSICS

Albert Einstein's theories of relativity (1905 and 1916), Max Planck's quantum mechanics, Neils Bohr's model of the atom, and the Heisenberg Uncertainty Principle (1927) all point to a new, and possibly terrifying understanding of our universe.

Pilot (01%)

The air/water equivalent of Drive Automobile, this is the maneuver skill for flying or floating craft. An investigator might have several versions of this skill in the spaces on the investigator sheet, each starting at 00%. Without believable personal history explaining, for example, otherwise, the skill should be taken as relating only to craft of modest size.

Pilot Aircraft skills change from era to era. Pilot Boat does not change between the 1890s and the present. The same sorts of modifying conditions—bad weather, bad visibility, or damage—apply to air and water craft.

A skill user with 1 or more point of skill can start and then set sail or take off on a calm day with good visibility. Require Pilot rolls for storms, low visibility, and other difficult situations. The Navigate skill should be used for navigation of the craft.

PILOT BOAT: understands the behavior of small motor and sailing craft in wind, storms, and tides, and can read wave and wind action to suggest hidden obstacles and approaching storms. Novice sailors may find difficult the

mere docking of a rowboat.

Each class of boat counts as a different skill, and should be listed independently, or as the keeper sees fit. Classes include: Motor Boat, Freighter, Small Sailing Craft, and Large Sailing Craft. Simples boats such as rowboats may be sailed by anyone with a Pilot Boat skill.

PILOT AIRCRAFT: understands and is increasingly competent with a general class of aircraft, as summarized below. Upon any landing, even under the best conditions, a Pilot roll must be made. If conditions are good, double the chance for success. If conditions are bad, the pilot lands at his or her normal chance. Ordinarily, a failure represents only some sort of damage to the craft, which must be repaired before the next takeoff, but pilot and passengers walk away with minor injury. A result of 00 is a memorable disaster, with at least one death.

Each class of aircraft counts as a different skill, and should be listed independently, or as the keeper sees fit. The 1920s could include such possibilities as balloons, dirigibles, prop-powered aircraft, and gliders.

1920S AIR PILOTS

Famous German dirigible pilot Hugo Eckener crosses the Atlantic (1924), travels around the world (1929), and makes a trans-polar flight (1931). Eddie Rickenbacker, America's World War Ace, currently employed at Cadillac, joins American Airways in 1932. Charles Lindbergh makes his famous crossing of the Atlantic in 1927 and returns to a ticker-tape parade in New York City.

Psychoanalysis (01%)

Enables the user to staunch temporary and indefinite insanity for a day or so. If the condition persists beyond that period, thereafter the unfortunate lapses, and only time heals the insanity. This emergency treatment takes up to an hour to perform, and can be applied just once per incident of insanity, no matter how many analysts are available.

Treatment by a psychotherapist can add Sanity points during indefinite insanity and possibly speed recovery.

Psychoanalysis cannot increase a person's Sanity points beyond POW x5, nor above 99-Cthulhu Mythos.

The skill refers to the range of emotional therapies, not just to Freudian procedures. Formal psychotherapy was little-known in the 1890s, though some procedures are as old as humanity. Often it was looked on as suspect charlatany in the 1920s. The common term then for an analyst or scholar of emotional disorders was "alienist."

1920S PSYCHOANALYSIS

Europe leads the U.S. in this field. The first public clinic and training school opens in Berlin in 1921, followed shortly by a similar facility in Vienna. The single major journal available in English is *The International Journal of Psycho Analysis*.

Although Sigmund Freud is still the recognized authority, writing *A General Introduction to Psychoanalysis* (1915-

1916), and *The Ego and the Id* (1923), many of his students and colleagues have broken with him, devising their own theories.

Otto Rank develops the concept of "birth-anxiety" and publishes *The Myth of the Birth of the Hero* (1909), and *The Trauma of Birth* (1924). Alfred Adler talks about the "will to power" in *Understanding Human Nature* (1918). Carl Jung describes a "will to life" and postulates the existence of the collective unconscious with *Psychology of the Unconscious* (1916), and *Psychological Types* (1923).

Psychology (05%)

A skill common to all humans, it allows the user to study an individual and form an idea of his or her motives and character. In general, the keeper should make the rolls for this skill and keep the results secret, announcing only the information, true or false, that the user gained by employing it. Players should not expect that this skill penetrates skillful deceit unless the investigators jar their opponent's confidence.

1920S PSYCHOLOGY

Although natural psychology has long been employed by shamans, healers, fortune-tellers, and con-men, it is only since the mid-19th century, as a branch of philosophy, that it has been the subject of study by academics. A number of especially prominent scholars have appeared in recent years.

In Europe Karl Marbe studies "awareness," and Henry Watt "thinking." Narziss Ach studies "systematic experimental introspection," and Karl Buhler "imageless thought." Koffka and Kohler lay the foundations of "gestalt," and Le Bon and Sighele study "suggestion" and "mob psychology." In America Simon and Binet develop the first IQ tests in 1908, and Watson launches the concept of "behaviorism" in 1913. Catell forms the Psychological Corporation in 1921 to promote the use of psychology in industry. Meanwhile, in the Soviet Union, Stalin initiates investigations into ESP, telekinesis, and other paranormal events. Duke University, in the U.S.A., follows the Russian lead in the early 1930s.

The current leading publication is *The American Journal of Psychology*, founded 1887.

Ride (05%)

Intended to apply to saddle horses, donkeys, or mules on easy terrain. A camel might be ridden successfully at a lowered percentage chance. The skill also grants knowledge of basic care of the riding animal, riding gear, and how to handle the steed at the gallop.

Should a steed do something unexpected, such as rearing, then the investigator's chance of remaining seated equals his or her Ride. If an investigator falls from a mount, either because the animal has collapsed, fallen, or died, or because a Ride roll failed, he or she loses 1D6 hit point in the accident. A successful Jump roll saves 1D6 hit points.

Wielding a weapon effectively while riding takes both a weapon skill and a Ride in excess of 50%, and the keeper



might apply modifiers to reflect the situation.

1920S RIDE

Although riding horses, camels, or elephants requires individual skills, there is enough similarity that an investigator's beginning skill with a new type of mount should never be less than half his best Ride skill.

Rifle (25%)

Permits the user to fire any type of rifle, whether lever-action, bolt-action, or semi-automatic. When a shotgun fires a rifled slug, use this skill.

At the keeper's option, combine Rifle and Shotgun as a single skill differentiating only between pellet and slug ammunition.

Shotgun (30%)

With this skill any scatter-gun can be fired. Since the load expands in a spreading pattern, the user's chance to hit does not decrease with range, but the damage done does. At ranges from 10-20 yards, 1D3 close-together targets can be hit with one round, and from 20-50 yards, 1D6 targets can be hit. The keeper decides whether the targets are close enough for this rule.

Double-barreled shotguns can be sawn off, for purposes of concealment. See the firearms tables for data. In the United States, such weapons become illegal in the 1920s (1934—federal law).

If firing a rifled slug, use the Rifle skill. At the keeper's option, combine Rifle and Shotgun as a single skill, differentiating only between pellet and slug ammo.

Sneak (10%)

The art of moving quietly, without alerting those who might hear. Used in combination with Hide, the investigator makes a single D100 roll, the result of which is matched against the investigator's percentages in both skills. Use this combination when silent movement is necessary. See also Hide.

1920S SNEAK

Quiet shoes with gum soles can add bonuses of 10-20 points to Sneak.

Spot Hidden (25%)

This skill allows the user to spot a secret door or compartment, hidden intruder, inconspicuous clue, interesting piece of evidence, concealed car, ambushers, or anything similar. One of the more important skills in the game, with a straightforward application.

1920S SPOT HIDDEN

Binoculars, telescopes, and game finders may all add to Spot Hidden.

Submachine Gun (15%)

When firing any submachine gun, use this skill.

Swim (25%)

The ability to stay afloat and moving in water or other liquid. Immersed, use a Swim roll to keep from drowning or to move through the medium. A failing Swim roll starts the drowning procedure. Someone drowning may receive a Swim roll attempt each round—with a success, he or she reaches the surface and breathes. With a second success, he or she can begin to move through the water. If the second Swim roll fails, drowning begins again.

1920S SWIM

World records in the late 1920s are: 100 Yards, 51 seconds (Johnny Weismuller); Mile Swim, 21 minutes, 6 1/4 seconds; The English Channel, 11 hours, 5 minutes.

Inflatable water wings can be purchased for 35 cents.

Throw (25%)

To hit a target with a casual object, or to hit a target with the right part of the object thrown (such as the blade of a knife or hatchet), use Throw. A palm-sized object of reasonable balance can be hurled three yards for each STR point of the investigator which exceeds the object's SIZ. However, an object designed to be thrown can be hurled up to six yards for each STR point in excess of the object's SIZ, and perhaps bounce on for more. Keepers must choose the multiplier suitable to the actual object since, for instance, a baseball behaves differently than a javelin. If the throw roll fails, then randomly determine where the object lands, using the closeness of the actual die roll result to the desired result to indicate nearness.

1920S THROW

World records in the late 1920s are: discus, 157 feet, 1 5/8 inches; javelin 222 feet, 9 inches; Shotput (16 lbs.), 52 feet, 1/16 inch.

Track (10%)

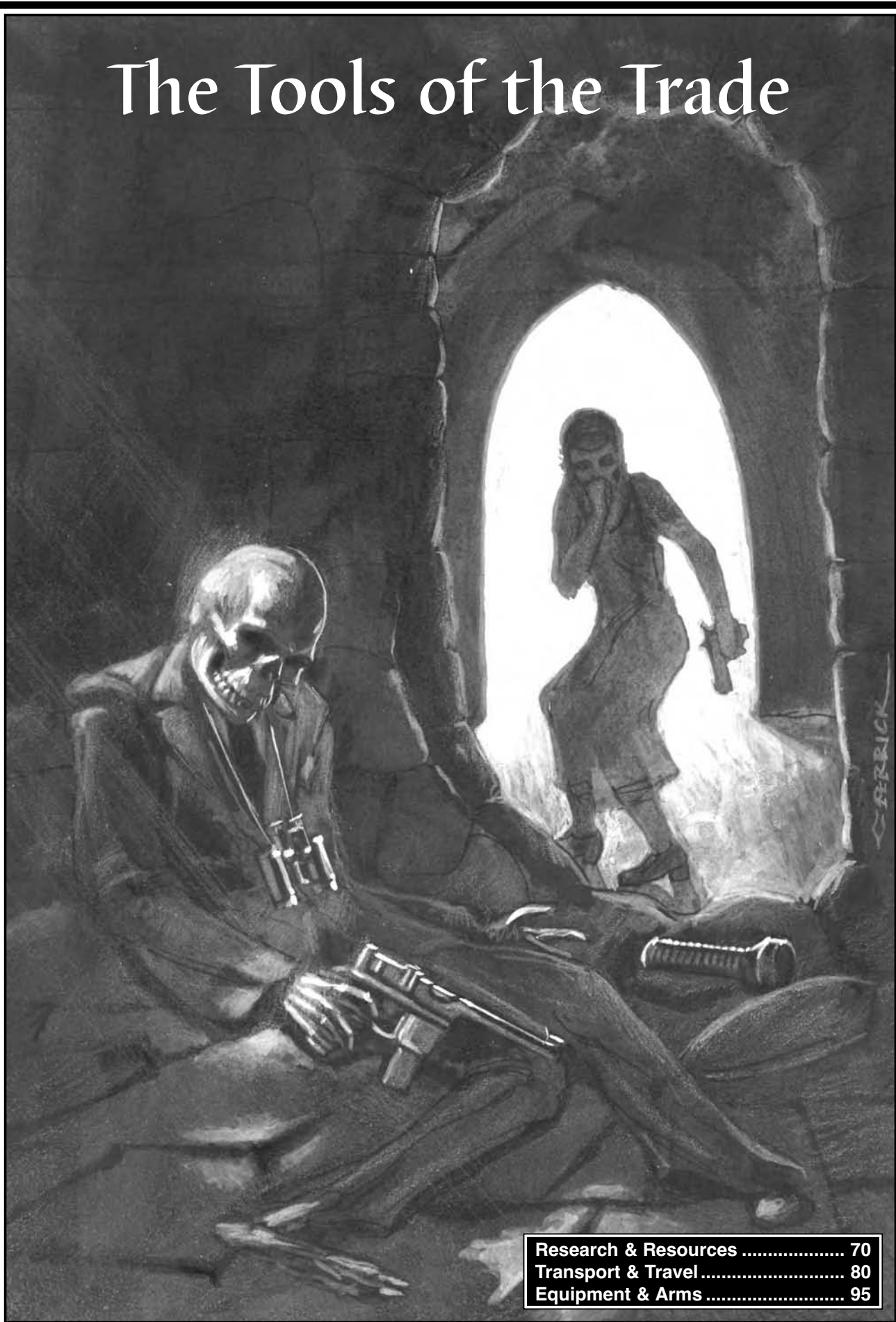
With Track, an investigator can follow a person, vehicle, or animal over soft earth and leaves. Subtract 10% from the chance for success for each day that passes since the tracks were made. Rain may make tracking impossible. A being cannot be tracked across water, over concrete, or at night except in unusual circumstances.

1920S TRACK

This skill extends to other tracks, such as auto tires. Plaster casts can be made, and used for later comparison with suspects. ■

The Tools of the Trade

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RESEARCH & RESOURCES

Where to study the mysteries of the myths.
Public Records, Newspapers, and
Libraries and Museums

RESearch IS ESSENTIAL to any investigation. It can take the form of a public records search, a close perusal of newspaper stories, in-depth research at a large library, or even expert advice from a noted professional. Not all information is necessarily available to the general public. Persuade, Fast Talk, and bribes may be of help.

Public Records

PUBLIC RECORDS REFERS to all civic and business records, census reports, land transfers, births, deaths, adoptions, medical records and others, whether the information is open to public scrutiny or not. The U.S. lacks an official National Archives before 1934; important documents are kept in the Library of Congress. Individual states, counties, and communities are responsible for their own records.

State and Local Records

Following the World War, a uniform state-level system of vital statistics registration began to emerge, although public access to these records varies from state to state. Birth records are often more restricted than marriage and death records; adoption records are routinely sealed, changed, or destroyed. Divorce records are maintained most often at the county, rather than the state, level. Civic records prior to the late 18th century are sketchy at best. Parish registers at old churches, historical societies, or genealogical societies are the best bet when looking for pre-Revolutionary War records.

Electoral registers are usually kept in local libraries and provide up-to-date information, as do city directories that list residents by name, address, and occupation. Telephone books are also helpful, but not everyone has a phone.

Property transfers, building permits, and other transactions involving real estate are always a matter of public record and available upon demand. Tracing the ownership of a particular piece of land is merely a matter of tracing the deed as it changes hands (provided the records are complete). Descriptions of the property at the time it changed hands provides clues to new construction, demolished structures, what the property may have been used for, etc. Also available to the public are local draft board records, property assessment and tax bills, building permits, applications for business licenses, and the actual financial records of the community itself.

GENEALOGICAL SOCIETIES

Interest in family lines has long been evident in the U.S. Most states have their own privately-formed societies, and numerous smaller societies that specialize in just a few surnames. Some of the most complete include the New England Historical Genealogical Society in Massachusetts and the Augustan Society of California. Perhaps the largest collection of genealogical records in the world is found in Salt Lake City, Utah, where the Mormons have for years been accumulating genealogical data. Most genealogical societies are open to the public.

National Records

The U.S. has conducted a national census every ten years since 1790. Census records do not become public until seventy-two years after their compilation. The first censuses recorded little more than the surname of each head of household, and the number of household members listed by sex and age group. By 1850 the census included the names, ages, birthplaces, occupation, and value of real estate for all persons enumerated. By 1900 inquiries regarding parents' birthplaces, marital status, children born and living, educational status, and home ownership were all added. Note that the census of 1890 was completely destroyed by a fire in the Commerce building in 1920.

Individual military records remain sealed for seventy-five years after the end of service. They are in the custody of the respective branches of the military in Washington, D.C.

Immigration records are held in the Library of Congress and contain the names, dates, and country of origin for immigrants entering the U.S. There is no direct public access and information is by special request only.

International Sources

Lloyd's Register of Shipping, 71 Fenchurch Street, London, has, since 1764, compiled annual registers of all merchant ship voyages in the world. Information includes the names of owners, the place and date the ship was built, its tonnage and dimensions, official number and call sign, and—from 1764 to 1873—the ship's registered destination. Information is available upon request.

INTERPOL

Interpol (the International Criminal Police Commission) was founded in 1923 following the Second International Judicial Police Conference, convened to discuss the rapid rise in international crime since the World War. Located in

Vienna, Austria, Interpol facilitates cooperation between different national police forces faced with apprehending smugglers, counterfeiters, and other criminals that operate across national borders. Each affiliated country has a clearing house through which individual police forces communicate with the general secretariat.

Interpol maintains a register of known international criminals including lists of known associates, aliases, modus operandi, and a rapidly expanding fingerprint file. Information is passed through confidential circulars to police forces in affiliated countries. There is no public access to Interpol files; all requests must be made through an affiliated police force.

Newspapers

NEWSPAPERS HAVE BEEN in existence for centuries, and dailies and weeklies are printed in every corner of the globe in nearly every language known to man. Breaking stories can be followed, or events that took place decades ago can be traced and discovered. Newspaper offices maintain complete files of earlier editions, kept in “the morgue.” Many universities and libraries will maintain complete files of local and regional newspapers.

Clipping Services

The use of a professional clipping service may be desired. These companies maintain multiple subscriptions to many newspapers and magazines and, for a fee, clip articles of interest to their clients. Initial fees are small, ranging from \$1.50 to \$4.00 a week, increasing with the number of topics added to the client’s list. Outlets in places like New York City provide services for foreign language newspapers, employing a battery of translators to search the periodicals for information desired by their clients. Personal correspondents living in other parts of the country or world are also a good source of interesting clippings.

MAINTAINING FILES

Maintaining control of a collection of clippings is not easy. Many will cross-reference to books in the investigator’s library or to other sources. Taking full advantage of a large and ever-growing collection of disjointed bits of information takes some work. A month of full or part-time application to the task results in a workable system that provides a percentage chance of providing useful information equal to the total of the investigator’s INT and EDU. This score may be increased by as much as one point per month—if the keeper rules that the investigator has spent the requisite time clipping, collecting, and filing—but can never exceed the investigator’s personal Library Use score. It is, of course, up to the keeper whether a personal file holds specific information of value or not.

Libraries, Museums

ALL BUT THE SMALLEST of American communities have some sort of public library. Big cities pride themselves on the size of their public libraries; colleges and universities usually allow public access to their collections. Specialized problems often call for specialized research and local libraries may not have what the investigator needs or wants. Listed below are some of the best known and most complete libraries and museums in the country.

NATIONAL GEOGRAPHIC SOCIETY Washington, D.C.

The Society was founded in 1888 by an eminent group of explorers and scientists “for the increase and diffusion of geographic knowledge”. In the same year it commenced publication of *National Geographic* magazine, sent to all members of the society. In January, 1905, the magazine began publishing photo-features, the first of Lhasa, the mysterious holy city of Tibet. Color was introduced five years later. By 1926 circulation exceeded one million copies.

The Society has supported numerous expeditions, often in cooperation with the Smithsonian Institute. The first National Geographic expedition took place in 1890-91 with the exploration and mapping of Mount St. Elias along the then-unknown border between Alaska and Canada. In conjunction with Yale, a Geographic-backed expedition discovered Machu Picchu in 1911 and, later, Pueblo Bonito in New Mexico. The society has also backed several polar expeditions.

The Society has laid the foundations of a tree-ring calendar used to develop a chronology of prehistoric America, predating its European discovery by several centuries.



Cabinet Style Radio



Newspapers From Around the Globe

The following listing of major newspapers is by continent and country. Some include founding dates, language, or other data. Investigators may subscribe to these papers, although those sent by sea may be weeks or months in transit.

North America

UNITED STATES

Alabama: *Birmingham Post*.

Arizona: *Phoenix Republic* (1850).

California: *Los Angeles Examiner*; *Los Angeles Herald*; *Los Angeles Times* (1881); *Oakland Post Enquirer*; *Orange County Register* (1905); *Sacramento Bee* (1857); *San Diego Sun*; *San Francisco Call*; *San Diego Union* (1868); *San Francisco Chronicle* (1865); *San Francisco Examiner*; *San Francisco News*.

Colorado: *Denver Evening News*; *Denver Rocky Mountain News* (1859).

Florida: *Miami Herald* (1910); *Orlando Sentinel* (1876); *Tampa Tribune* (1893).

Georgia: *Atlanta Constitution* (1868); *Atlanta Georgian American*.

Illinois: *Chicago Herald & Examiner*; *Chicago American*; *Chicago Tribune* (1847); *Evansville Press*.

Indiana: *Indianapolis Times*; *Terre Haute Post*.

Kentucky: *Covington Kentucky Post*.

Louisiana: *New Orleans Times Picayune* (1837).

Massachusetts: *Boston Advertiser*; *Boston American*; *Boston Globe* (1872); *Boston Herald* (1892); *Christian Science Monitor* (1908).

Maryland: *Baltimore American*; *Baltimore News*; *Baltimore Post*; *Baltimore Sun* (1837).

Michigan: *Detroit Times*; *Detroit News* (1873); *Detroit Free Press* (1831).

Minnesota: *Minneapolis Star Tribune* (1867).

Missouri: *Kansas City Star* (1880); *St. Louis Post Dispatch* (1878).

New Jersey: *Newark Star Ledger* (1832).

New Mexico: *Albuquerque New Mexico State Tribune*.

New York: *Albany Times Union*; *Buffalo News* (1880); *New York American*; *New York Daily Times* (1919); *New York Journal*; *New York Post* (1801); *New York Telegram*; *New York Times* (1851); *Rochester Journal*; *Syracuse Journal*; *The Wall Street Journal* (1889).

Ohio: *Akron Times Press*; *Cincinnati Post*; *Cleveland Plain Dealer* (1842); *Cleveland Press*; *Columbus Citizen*; *Columbus Dispatch* (1871); *Toledo News Bee*; *Youngstown Telegram*.

Oklahoma: *Oklahoma City News*.

Oregon: *Portland Oregonian* (1850).

Pennsylvania: *Philadelphia Inquirer* (1829); *Pittsburgh Press*; *Pittsburgh Sun Telegraph*.

Tennessee: *Knoxville New Sentinel*; *Memphis Press Scimitar*.

Texas: *Dallas Morning News* (1882); *El Paso Post*; *Fort Worth Press*; *Fort Worth Star Telegram* (1906); *Houston Chronicle* (1901); *Houston Post* (1885); *Houston Press*; *San Antonio Light*.

Washington: *Seattle Post Intelligencer*.

Washington, D.C.: *Washington Herald*; *Washington News*; *Washington Post* (1877); *Washington Times*.

Wisconsin: *Milwaukee News*; *Milwaukee Sentinel* (1837).

National Magazines: *Atlantic Monthly*, *Century*, *Collier's*, *Cosmopolitan*, *Fortune*, *The Forum*, *Good Housekeeping*, *Harper's*, *Hearst's International Magazine*, *Ladies' Home Journal*, *Life*, *Modern Electronics*, *New Yorker* (1925), *North American Review*, *Reader's Digest* (1922), *The Ring*, *Saturday Evening Post*, *Scribner's*, *Time*, *Vanity Fair*, *Variety*, *Vogue*.

CANADA

The Halifax Chronicle; *La Press* (Montreal French); *The Manitoba Free Press*; *The Montreal Star*; *The Montreal Gazette*; *The Toronto Globe*; *The Vancouver Daily Province*.

MEXICO

Diario de Yucatán (Merida, 1918); *El Correo del la Tarde* (Mazatlan, 1885); *El Excelsior* (Mexico City, 1919); *El Informador* (Guadalajara, 1917); *El Universal* (Mexico City, 1916); *El Universal Grafico* (Mexico City, 1922); *La Tribuna* (Guaymas, 1926).

South and Central America

Argentina: *El Diario* (Buenos Aires, 1881); *La Nación* (Buenos Aires, 1870); *La Prensa* (Buenos Aires, 1869); *La Razón* (Buenos Aires, 1905); *The Herald* (Buenos Aires, 1876 English); *The Standard* (Buenos Aires, 1861 English).

Brazil: *A Noite* (Rio de Janeiro, 1910 evening); *A Patria* (Rio de Janeiro, 1920); *Correio de Manha* (Rio de Janeiro, 1902); *Fanfulla* (Sao Paulo, 1892 Italian); *Journal do Commercio* (Rio de Janeiro, 1827); *O Diario de Pernambuco* (1825); *O Estado* (Sao Paulo, 1876); *O Paiz* (Rio de Janeiro, 1884).

Chile: *El Diario Ilustrado* (Santiago); *El Mercurio* (Valparaiso/Santiago/Antofagasta, 1827); *La Unión* (Valparaiso/Santiago, 1885); *La Nación* (Santiago, 1916).

Peru: *El Comercio* (Lima, 1839); *La Crónica* (Lima, 1912); *La Prensa* (Lima, 1903).

Europe

Austria: *Neue Freie Presse*; *Neues Wiener Journal*.

Belgium: *Het Laatste Nieuws* (Brussels, 1888); *La Dernière Heure* (Brussels, 1906); *Le Peuple* (socialist); *La Libre Belgique* (Brussels, 1884); *Le Soir* (Brussels, 1887).

Czechoslovakia: *Prager Press* (German, governmental).

Denmark: *B.T.* (Copenhagen, 1916); *Berlingske Tidende* (Copenhagen, 1749); *Ekstra Bladet* (Copenhagen, 1904); *Politiken* (Copenhagen, 1884).

England (London): *The Daily Chronicle* (1877); *The Daily Express* (1900); *The Daily Mail* (1896); *The Daily Mirror* (1903); *The Daily Telegraph* (1855); *The Financial Times* (1880); *The Evening Standard*; *The Guardian* (1821); *The Morning Post* (1772); *News of the World* (1843); *The Observer* (1791); *The People* (1881); *The Sunday Express*; *The Sunday News* (1842); *The Sunday Times* (1822); *The Times* (1785).

England (others): *Birmingham Evening Dispatch*; *Birmingham Gazette*; *Bradford Telegraph and Argus*; *Hull Daily Mail*; *Grimby Telegraph*; *Lancashire Daily Post*; *Lincolnshire Chronicle*; *Liverpool Courier and Express*; *Liverpool Echo*; *Nottingham Evening News*; *Nottingham Journal*; *Northern Echo* (Darlington); *Sheffield Independent*; *Sheffield Mail*; *Yorkshire Evening News*; *Yorkshire Gazette*; *Yorkshire Observer*.

France: *Écho de Paris*; *Le Journal*; *International Herald Tribune* (Paris, 1887); *Le Figaro* (Paris, 1828); *L'Humanité* (Paris, 1904); *Le Matin*; *Le Petit Journal*; *Petit Parisien*.

Germany: *Berliner Zeitung* (1877); *Borsen Zeitung* (Berlin); *Dusseldorfer Nachrichten* (1792); *Frankfurter General Anzeiger*; *Frankfurter Zeitung*; *Hamburger Anzeiger*; *Janaische Zeitung* (1674); *Kolnische Zeitung* (1848); *Lokal Anzeiger* (Berlin).

Hungary: *Az Est* (Magyar); *Pester Lloyd* (Budapest, 1858 German); *Pesti Hirlap* (Magyar).

Ireland: *The Dublin Evening Mail*; *The Irish Independent* (Dublin, 1905 morning); *The Evening Herald* (Dublin, 1894); *The Irish Times* (Dublin, 1859 morning); *The Sunday Independent* (Dublin, 1905).

Italy: *Corriere della Sera* (Milan, 1876); *Il Messagero* (Rome 1878); *Il Mattino* (Naples); *La Stampa* (Turin, 1867).

Luxembourg: *Luxemburger Wort* *La Voix du Luxembourg* (1848).

Netherlands: *Algemeen Handelsblad* (Amsterdam); *De Telegraaf* (Amsterdam, 1893); *De Volksrant* (Amsterdam, 1919); *Nieuwe Rotterdamsche Courant*.

Portugal: *Diario de Noticias* (Lisbon, 1864); *Diaris Noticia* (Lisbon, 1820); *Jornaldo Commercio* (Lisbon).

Scotland: *Edinburgh Evening News*; *The Glasgow Herald* (1783); *The Scotsman* (Edinburgh, 1817); *The Sunday Post* (Dundee, 1920).

Spain: *ABC* (Madrid, 1905); *Heraldo* (Madrid); *Liberal* (Madrid); *El Sol* (1917); *La Vanguardia* (Barcelona, 1881).

Switzerland: *Journal de Genève* (French); *Neue Zurcher Zeitung* (German); *Zurcher Post* (German).

Asia

China: *The Central China Post* (Hankow British); *The China Mail* (Hong Kong British, evening); *The China Press* (Shanghai American, daily); *The Hong Kong Daily Express* (British); *The Hong Kong Telegraph* (British, evening); *Le Journal de Peking* (French, morning); *L'Écho de Chine* (Shanghai French, morning); *L'Écho de Tientsin* (French, morning); *The North China Daily Mail* (Tientsin British, evening); *North China Daily News* (Shanghai, 1864 British); *The North China Star* (Tientsin American, morning); *The Peking Leader* (American, morning); *The Peking and Tientsin Times* (British); *The Shanghai Mercury* (British, evening); *The Shanghai Times* (British); *The South China Morning Post* (Hong Kong British);

India: *The Civil and Military Gazette* (Lahore British); *The Englishman* (Calcutta, 1821 British); *The Madras Mail* (British); *The Pioneer* (Allhabad British); *The Statesman* (Calcutta British); *The Times of India* (Bombay British).

Japan: *The Japan Advertiser* (American); *The Japan Chronicle* (British); *The Japan Times* (Japanese owned, printed in English); *Osaka Asahi*; *Osaka Mainichi*; *Tokyo Asahi*; *Tokyo*

Nichinichi.

Russia: *Izvestia* (Moscow); *Kranaya Gazeta* (Leningrad); *Pravda*.

Africa and Australia

South Africa: *Die Burger* (Cape Town Dutch); *The Cape Argus*; *The Cape Times*; *The Johannesburg Star*; *Ons Land* (Cape Town Dutch); *Volkstem* (Pretoria Dutch).

Australia: *The Age* (Melbourne morning); *The Argus* (Melbourne morning); *The Daily Guardian* (Sydney); *The Sydney Morning Herald*.

Press Associations

INVESTIGATORS MAY WISH to pursue breaking national and international stories directly through a press agency. There are two in the U.S., Associated Press (AP) and United Press International (UPI). Both gather factual, up to the minute news for newspapers and other media subscribers. Service is not usually offered to private parties, nor are agency files open to the public. Investigators may have to develop their own contacts.

Associated Press is a non profit cooperative based in New York. It was founded in 1848 by six New York newspaper publishers wishing to share the costs of long distance news gathering. Before the days of telegraph, radio, and ticker tapes, AP collected information by culling newspapers from overseas. United Press International is privately owned. Founded in 1907, it is also based in New York.

The two major press agencies in Europe are Reuters, founded in Europe in 1849, now headquartered in London, and Agence Havas in Paris, founded 1832.

OTHER PRESS AGENCIES

ALD: Agencia Los Diarios; Buenos Aires, Argentina (1910).

ANA: Athenagence; Athens, Greece (1896).

AUP: Australian United Press; Melbourne, Australia (1928).

BELGA: Agence Belga; Brussels, Belgium (1920).

BTA: Bulgarska Telegrafitscheka; Sofia, Bulgaria (1898).

CNA: Central News Agency; Taipei (1924).

CP: Canadian Press; Toronto, Canada (1917).

CTK: Ceskoslovenka Tiskova Kancelar; Prague, Czechoslovakia (1918).

EXTEL: Exchange and Telegraph Company; London, England (1872).

FIDES: Agenzia Internazionale Fides; Vatican City, Italy (1926).

JTA: Jewish Telegraphic Agency; Jerusalem, Palestine (1919).

NTB: Norsk Telegrambyra; Oslo, Norway (1867).

NZPA: New Zealand Press Agency; Wellington, New Zealand (1879).

PA: Press Association; London, England (1868).

PS: Presse Service; Paris, France (1929).

RB: Ritzaus Bureau; Copenhagen, Denmark (1866).

SDA: Schweizerische Depeschagentur; Berne, Switzerland (1894).

TASS: Telegraph Agency of the Sovereign State; Moscow, Russia (1925). ■

The Society maintains a select library of over 16,000 volumes maintained by a staff of four. Although public access is not normally allowed, a librarian may offer to help a dedicated researcher. Aside from books, the library contains many unpublished manuscripts and journals from different expeditions and a complete run of *National Geographic* magazine. Back issues can be purchased for nominal fees.

SMITHSONIAN INSTITUTE

Washington, D.C.

The Smithsonian boasts the largest museum and art collection in the world. The various museums and libraries are open to the public on a daily basis, 10 AM to 5 PM, but research facilities are only available to those authorized by the Institute. The Smithsonian park covers nine city blocks and five different buildings.

The Smithsonian was founded in 1829 when British scientist James Smithson died leaving a proviso in his will to the effect that should his inheriting nephew die without heir, the fortune should go to the United States "to found an establishment for the increase and diffusion of knowledge." The U.S. government received the money in 1838, soon after establishing an act providing for a library and muse-

um to contain "objects of art, and of foreign and curious research."

The red sandstone, gothic-style building was completed in 1855 and soon after dubbed "the Castle." It originally contained a public exhibition area, offices, laboratories, and sleeping quarters for visiting scientists. The Institute's first secretary, Joseph Henry, was primarily interested in research and scientific advancement, and between 1846 and 1870 the Institute was heavily engaged in meteorological studies. Later, the study of North American archaeology and ethnology was stressed. An international exchange of scientific literature was arranged and the Institute began promoting itself through the publication of periodicals and monographs on specialist subjects.

In 1858 the National Cabinet of Curiosities was transferred to the Castle from the Patent House. In 1881 a second building was constructed to house the exhibits from the earlier United States International Exposition. Originally called the United States National museum, it was later renamed the Arts and Industries Building. A small astronomical observatory was added in 1890, the Natural History building in 1911, and the Freer Gallery of Art in 1923.

The Institute's displays include natural history, indus-



Other Notable Libraries & Museums

Baltimore Museum of Art, Baltimore, Maryland: Particularly strong in East Indian metal and Cypriote antiquities.

Buffalo Society of Natural Sciences, Buffalo, New York: Strong in fossil invertebrates of the Devonian period.

California Academy of Sciences, San Francisco, California: Specializes in flora and fauna of the Pacific Coast and Western states. Very rich in reptiles, particularly Galapagos tortoises.

California, University of, Berkeley, California: 665,680 volumes.

Carnegie Institute, Pittsburgh, Pennsylvania: Features a library, fine arts, a museum, music, a library school, and displays of technology. The museum has a large collection of fossil vertebrates, South American birds, and butterflies especially African. There is also a large collection of coins and medals.

Chicago Field Museum, Chicago, Illinois: Specializes in birds of North and South America, and mammals of the Americas and Africa. The Field museum has the largest collection of meteorites in the world and the best botany collection in the U.S.

Chicago, University of, Chicago, Illinois: 768,559 volumes.

Cincinnati Museum Association, Cincinnati, Ohio: 30,000 specimens of American Indian archaeology and ethnology.

Colorado Museum of Natural History, Denver, Colorado: Specializes in fossil vertebrates.

Columbia University, New York, New York: 1,092,343 volumes.

Cornell University, Ithaca, New York: 787,127 volumes.

Crear Library, Chicago, Illinois: 820,000 volumes.

Enoch Pratt Free Library, Baltimore, Maryland.

Illinois, University of, Champaign, Illinois: 708,850 volumes.

Michigan, University of, Ann Arbor, Michigan: 649,912 volumes.

Minnesota, University of, Minneapolis St. Paul, Minnesota: 501,507 volumes.

Museum of the Academy of Natural Sciences of Philadelphia, Philadelphia, Pennsylvania: Zoology and paleontology. The largest collection of mollusks in U.S.

Museum of the American Indian, New York, New York: Has over two million exhibits, one quarter of them on display at any given time. Known for field work, publications, and monographs.

New York Public Library, New York, New York: World's largest public library with over 2,971,000 books and pamphlets. Formed from the Astor (1849), Lenox (1870), and Tilden (1892) libraries.

New York State Museum, Albany, New York: Specializes in flora and fauna of the state, as well as extensive historical collections.

Newberry Library, Chicago, Illinois: 443,757 books and pamphlets.

Peabody Maritime Museum, Salem, Massachusetts. East India trade and whaling are specialties.

Peabody Museum of Yale, New Haven, Connecticut: Very strong in fossil vertebrates, particularly dinosaurs. An outstanding collection of early, toothed birds, and primitive horses.

Pennsylvania, University of, Philadelphia, Pennsylvania: 635,070 volumes.

Princeton University, Princeton, New Jersey: 594,195 volumes.

Toledo Museum of Art, Toledo, Ohio: The world's largest collection of ancient glass, and a notable collection of early printed books.

U.S. Natural History Museum, Washington, D.C.: Mineral and mollusc collections are first rate. Features a technology museum.

Yale University Library, New Haven, Connecticut: 1,838,099 volumes.



try, art, technology and science, rare gems, history and ethnology. The large library is particularly complete in the areas of Far and Near Eastern art and literature.

In 1904 James Smithson's body was exhumed and transported to the United States. It is now interred in a small chamber in the Castle known as the Crypt Room.

**U.S. LIBRARY OF CONGRESS
Washington, D.C.**

Originally established in 1800 to serve congress, the first library was destroyed by invading British in 1814. Thomas Jefferson offered his personal library of 6,487 books as a replacement, a collection still intact and found in the Rare Book and Special Collection Division. Although a second fire in 1851 destroyed nearly two-thirds of the library's collection, by 1927 the library holds 3,556,767 books and pamphlets, a collection only eclipsed by the British Museum in London, and the Bibliotheque Nationale in Paris.

The library received its biggest boost in 1864 when it was expanded and opened to the public by Ainsworth Spofford, who also arranged for the library to receive two free copies of every book, map, chart, musical composition, engraving, and photograph submitted for copyright. He also arranged for a scientific material exchange with the neighboring Smithsonian Institute.

A new building featuring a domed reading room 125 feet across was completed in 1897, making the library the largest, costliest, and most ornate in the world; floor space amounts to more than 13 1/2 acres. Herbert Putnam was soon after named librarian and he instituted a classification system now used by libraries everywhere. In 1921, important State Department documents were transferred to the Library of Congress and it was during this time that Putnam was able to gain almost unlimited funds, which he used to acquire rare books and artifacts. Among its most valuable holdings are a 1455 Gutenberg Bible, a collection of early presidential manuscripts, and the world's largest collection of miniature books. The library is strongest in bibliography, history, political and social sciences, law and legislation, fine arts, American local history, biography, and genealogy. During the 1920s the Library of Congress served as the nation's archives.

Open to the public Monday through Friday from 8:30 AM till 9 PM, Saturday from 8:30 AM till 5 PM, and Sundays from 1 PM till 5 PM.

**MISKATONIC UNIVERSITY
Arkham, Massachusetts**

Located in the city of Arkham, Massachusetts, the small Miskatonic University is rightly famed for its library. Its collection is comparatively small, holding about 400,000 titles, but has been carefully assembled and well chosen. The Miskatonic Library is particularly strong in the areas of Medieval History and Metaphysics, and has a fine collection of 17th and 18th century volumes.

The university's Exhibit Museum is open to the public. It boasts one of the region's best collections of American

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HARVARD UNIVERSITY **Cambridge, Massachusetts**

Harvard is America's oldest and most prestigious university. Founded in 1636 as a Puritan college for the education of ministers, it was named after John Harvard who, in 1638, bequeathed his entire library and half his estate to the school. Only a single volume of Harvard's library survives to this day: John Downham's *The Christian Warfare Against the Devill World and Flesh*, published in 1634. Most of the original collection perished when in January, 1764, Harvard Hall was struck by lightning and burned to the ground.

Harvard's library is one of the finest collections in America with over 2,785,000 books and pamphlets on catalogue. Although intended for the use of students and faculty, the permission of a librarian grants an individual access to the different collections. The university also features a botanical garden, an observatory, museums of European, Oriental, and American art, the Semitic museum, and the German museum.

The Peabody Museum of American Archaeology and Ethnology, founded 1866, was the first anthropological museum in the U.S. Although it originally focused on the New World, it has since expanded its interests to encompass the whole of the globe. Since 1891 the Peabody has conducted extensive explorations of Mayan ruins in Central America. On file is a complete collection of nearly every anthropological journal ever published—over 20,000 issues.

In 1915 the Widener Library was added to help house the university's ever-growing collection. Named after Henry Widener, a Harvard student (and millionaire) who died aboard the Titanic, it contains rare volumes by Luther, Erasmus, and Machiavelli.

Harvard also maintains an astronomical observatory in Arequipa, Peru, which, in 1927, is moved to South Africa.

AMERICAN MUSEUM OF NATURAL HISTORY **New York City, New York**

Located on Central Park West at 79th Street, the museum is housed in a red brick gothic structure built in 1877. It is open to the public from 10 AM to 5:45 PM every day, and until 9 PM on Wednesdays, Fridays, and Saturdays.

First established in 1869, the American is currently the world's largest natural history museum, encompassing all areas of natural history and anthropology, save botany. The museum's unique displays of mounted birds, mammals, fish, and reptiles were pioneered by Carl Akeley in the early part of the decade. The museum has a standing agreement with New York's Central Park Zoo, accepting from them animal carcasses of all sorts. They also accept donations of rare animal carcasses from private parties. The basement taxidermy laboratory is often the source of strange odors that permeate the exhibition halls. The muse-

um boasts more complete skeletons of extinct animals on display—particularly dinosaurs—than any museum in the world. The museum was the first to display articulated dinosaur skeletons, and later to perfect the techniques of mounting animals realistically using glass, wax, and other materials.

The museum backs many expeditions, including the Arctic explorations of Robert Peary in 1890s and early 1900s. The "Ahnighito," the world's largest known meteorite, discovered by Peary in Greenland, is on display in the foyer. Elsewhere is the mounted skeleton of an Eskimo, one of six brought back by Peary, and one of the four who soon after succumbed to tuberculosis.

In 1902, when the eruption of Mt. Pelee killed 30,000 people on the island of Martinique in the West Indies, the museum mounted a field expedition to climb the still erupting volcano. Later, Carl Akeley, the museum's taxidermist, undertook three expeditions to Africa.

A ten-year Asiatic expedition mounted between 1920 and 1930 was headquartered in Peking. An army of explorers, paleontologists, archaeologists, zoologists, geologists, and surgeons made trips into Mongolia exploring the Gobi desert, surviving bandit attacks and hostile terrain. The first known fossil dinosaur eggs were discovered during this period by paleontologist Roy Chapman Andrews. Early reports that claimed to have discovered evidence of a prehistoric civilization of an Asian plateau were later refuted, although never satisfactorily explained.

The museum receives many applications from people wanting to accompany expeditions. Such inquiries are answered with a standard form with the question: "Could you donate to the expedition a sum of money to help pay your expenses?" With enough money, almost anyone can join an expedition.

Overseas Libraries of Note

BRITISH MUSEUM

London, England

In 1929 the library held over 3,200,000 printed volumes and over 56,000 manuscripts. A unique and extensive collection of newspapers and journals has been housed in a separate building since 1906.

BIBLIOTHEQUE NATIONALE

Paris, France

France's national library was formed from the old Royal Library. It receives a copy of every book published in France, and in 1926 held more than 4,400,000 printed books, over 500,000 maps and plans, nearly 122,000 manuscripts, and many other antiquities as well.

VATICAN APOSTOLIC LIBRARY

Vatican City, Italy

There are few records of this library prior to the 13th century, but it is believed that the core volumes date back to the earliest Roman pontiffs. ■

Consultants

An investigator seeking advice may need to interview a professional source. The following is a sample of some of the famous and not so famous people active today. Some may prove too important or too busy to answer letters from strangers; others may show a distinct interest. Intrusive telephone calls or unannounced visits may prove counter productive.

EVANGELINE ADAMS

Astrologer, 1865-1932. The leading astrologer in the U.S., Adams resides in a New York City apartment above Carnegie Hall. Her reputation was made in 1899 when she accurately prophesied the burning of New York's Windsor Hotel. Prosecuted for fortune telling in 1914, she so impressed the judge with the accuracy of her readings that he dropped the charges. Author of the best seller, *Astrology: Your Place Among the Stars*, she begins a popular radio program in 1930.

Adams regularly accepts appointments for astrological readings.

ROY CHAPMAN ANDREWS

Explorer, Naturalist, Paleontologist, 1884-1960. Andrews was born in Wisconsin and graduated from Beloit College in 1906. He immediately went to work for the American Museum of Natural History in New York securing whale specimens, and soon became a leading world expert on these great sea mammals.

Andrews also took part in expeditions to the northwest coast of North America in 1908, to Indonesia in 1909 10, and Korea in 1911. He trekked through northern Korea in 1911 12, Alaska in 1912, southwestern China and Burma in 1916, northern China and Outer Mongolia in 1919, and spent most of the decade between 1920 and 1930 in central Asia. It was during his stay in China in 1918 that Andrews also worked for the U.S. Intelligence Bureau in an unspecified capacity. Among the many discoveries he has made are the first fossil dinosaur eggs ever found.

Andrews has had many books published including: *Whale Hunting with Gun and Camera* (1916), *Camps and Trails in China* (1918), *Across Mongolian Plains* (1921), *On the Trail of Ancient Man* (1926), and *Ends of the Earth* (1929).

In and out of the country, Andrews can usually be contacted through the American Natural History Museum in New York. Andrews is in regular contact by radio and through mail drops.

RICHARD E. BYRD

Military Officer, Pilot, Polar Explorer, 1888-1957. An acclaimed naval officer and polar explorer, Byrd is a member of a prominent Virginia family (his brother was governor in the late 1920s). He attended the Virginia Military Institute, the University of Virginia, and the US. Naval Academy. He later trained as a pilot, commanding aviation units in Canada, navigating the Navy's first transatlantic flight in 1919, and commanding the aviation unit of the MacMillan polar expedition in Greenland in 1925. On May 9, 1926, accompanied by copilot Floyd

Bennett, Byrd flies over the north pole, covering 1360 miles on a fifteen hour flight.

In 1928 Byrd leads a lengthy expedition to the Antarctic where he establishes a base camp called Little America. In late November of 1929, he and three companions fly over the South Pole. He returns to America a national hero, and publishes a memoir of the expedition titled, *Little America*. Byrd later makes other expeditions to the south polar regions.

Byrd is the author of *Skyward* (1928), and *Little America* (1930).

EDGAR CAYCE

Mystic, Prophet, Healer, 1878?-1945. A Kentucky born mystic and psychic healer, Cayce's background is rural, his education limited, and his demeanor unassuming. He claims he first became aware of his powers in 1890 when a ghostly woman approached him and offered to grant a single wish. Answering that he only wished to help others, he afterward began to exhibit psychic powers. Known as "the sleeping prophet," Cayce is a devout Christian who never seems at ease with his gifts.

Cayce provides his patients with thousands of psychic readings in the early part of the 20th century. Entering a self induced trance, he dictates prophecies and medical diagnoses for afflicted persons, sometimes at great distance from the supplicants. Although his recommendations frequently call for bizarre home remedies, many of his patients have reported miraculous cures. His explorations of people's psyches have provided evidence of the existence of past lives.

He dislikes accepting money for his services, but many of his patients are generous. In 1923 he abandons his career in photography to make a living with his psychic talents. Cayce claims his knowledge comes from "the akashic records," a psychic storehouse of knowledge not dissimilar to Carl Jung's theory of the collective unconscious. Cayce calls this storehouse "God's book of remembrance," or "the universal unconscious." He often refers to Atlantis, and claims a storehouse of Atlantean knowledge is contained in secret libraries beneath the Egyptian pyramids.

Cayce accepts personal appointments, or can be contacted by letter.

CLARENCE DARROW

Jurist, 1857-1938. Born in Ohio, Darrow was admitted to the bar in 1878 and moved to Chicago in 1887. He immediately became involved in the trials following the Haymarket riots of 1886, defending anarchists charged with murder. In 1890 Darrow was appointed counsel for the Chicago City Corporation, later serving as general attorney for the North Western Railway. He left the railway to defend Communist Eugene Debs and other members of the railway union on contempt of court charges stemming from the Pullman strike of 1894. Although he lost the case, it established Darrow's national reputation as a labor and criminal lawyer. In 1903 he was appointed arbitrator of the Pennsylvania coal strikes by Teddy Roosevelt and, in 1907, obtained the acquittal of William



"Big Bill" Haywood, charged with the assassination of Idaho governor Frank Steunenberg. Darrow abandoned labor litigation in 1911 after the two men he was defending against charges of dynamiting the *Los Angeles Times* building unexpectedly switched their pleas to "guilty" in the midst of the trial.

After the War Darrow defended members of Bill Thompson's corrupt Chicago city government, then in 1924, Leopold and Loeb, accused of the murder of Bobby Franks. In 1925 Darrow made his biggest mark, defending Tennessee school teacher John T. Scopes, accused of teaching Darwinian evolution. Darrow was opposed by famed orator William Jennings Bryan, and although Darrow lost the contest, his incisive questioning of traditional Biblical teachings was considered a victory for rational, scientific thinking. In 1925-26 Darrow conducts the Sweet case in Detroit, winning acquittal for a black family forced to defend itself against a mob trying to run them out of the neighborhood.

Darrow published *Crime: Its Cause and Treatment* (1922), and *The Prohibition Mania* (1927, with Victor S. Yarrow).

Darrow lives and maintains an office in Chicago, Illinois. He is particularly fond of high profile, headline grabbing cases.

THOMAS EDISON

Inventor, Scientist, 1847-1931. Edison, best known for his invention of the incandescent light bulb and the motion picture, was the foremost American inventor of the late 19th century. Holder of hundreds of patents, Edison has been awarded numerous international honors. In 1928 receives an American Congressional Gold Medal.

As a youth, he worked at various railroad occupations before starting his own small newspaper and was later employed as a telegraph operator. Lacking formal schooling, Edison nonetheless made many improvements to the telegraph system, and to the stock ticker tape system. Eventually he set up laboratories in the New Jersey cities of Newark, Menlo Park, and West Orange, where devices such as the phonograph and electrical storage battery were invented and refined.

Edison's creativity is matched only by his capacity for work. Twelve and fourteen hour days are the norm, and he never trusts his results until they have been proven time and time again. He is close friends with auto tycoon and philanthropist, Henry Ford, who once worked for the inventor.

Edison currently resides near West Orange, New Jersey.

CHARLES FORT

Author, Weirdo, 1874-1932. Fort is a collector and chronicler of all things strange and bizarre. His penchant for collecting clippings and noting odd occurrences from all over the world results in his first book, *The Book of the Damned*, published in 1919. Within its pages are tales of frogs, stones, and blood raining from the sky, of unexplained daytime darknesses, mysterious flying craft, and inexplicable shadows. An amateur naturalist and professional news reporter, Fort hopes that his books will make scientists pay attention to the many odd and uncorrelated events continually occurring around the globe. A second book, *New Lands*, appears in 1923.

Fort is a solitary soul, living in an apartment in the Bronx of New York with his wife, Anna Heavyside, and with poor eye sight, Fort has few friends, although novelist Theodore Dreiser is a frequent visitor. The cramped apartment is filled with Fort's cryptically labeled notes and clippings along with his collections of insect specimens and various odd objects gathered from

all over the world. Intolerant of science's disregard for the weird and unexplained, he nonetheless sports a quick sense of humor, illegally brews his own beer, and has found time to create a maddeningly difficult game called Super Checkers.

ROBERT GODDARD

Scientist, Inventor, 1882-1945. An early pioneer of rocket science, Goddard's first experiments date to 1909 in his hometown of Worcester, Massachusetts. Goddard attended Worcester Polytechnic Institute and Clark University, later teaching physics at Clark. His ongoing experiments with rocketry, at first funded with his own money, are eventually granted funds by the Smithsonian Institute and the Guggenheims. In 1919 Goddard publishes *A Method of Reaching Extreme Altitudes*, outlining a rocket design intended to reach the moon. The book is met with scorn but he continues his studies undimmed. On March 16, 1926, at Auburn, Massachusetts, he successfully launches his first liquid fuel rocket.

Goddard is employed as a physics professor at Clark University in Worcester, Massachusetts.

WILLIAM RANDOLPH HEARST

Newspaper Tycoon, 1882-1945. Hearst was born and raised in San Francisco, California, the only son of George Hearst, gold mine owner and U.S. Senator from California from 1886-1891. Hearst was educated at Harvard, eventually deciding on a career in journalism. Following the example of Joseph Pulitzer and his *New York World*, Hearst in 1897 took control of the struggling *San Francisco Examiner* and within two years showed a profit.

He then moved into the New York market, purchasing the struggling *Morning Journal*, hiring such writers as Stephen Crane and Julian Hawthorne, and raiding Pulitzer's staff for people like Richard F. Outcault, the inventor of color comics. Renamed the *Journal American*, Hearst dropped the price to one cent, added illustrations, and made good use of sensational headlines. Hearst used his papers to excoriate Britain during the 1895 Venezuela-British Guiana border dispute, and has been accused of using his newspapers to stir up the Spanish-American War in an effort to increase sales.

Hearst supported presidential candidate William Jennings Bryan in the elections of 1896 and 1900. A Hearst editorial in early 1901 that advocated assassination as a political tool caused considerable embarrassment when President McKinley was assassinated five months later. Hearst served in Congress from 1903-07, and was unsuccessful in his 1904 presidential nomination bid. In 1905 he barely lost the New York City mayoral race, in 1906 failed to gain the New York governor's seat, and in 1909 again lost the mayoral election, finally ending his political career.

A strict isolationist, Hearst opposed U.S. entry into the World War and later, membership in the League of Nations. His attacks against Britain and France led to these two nations refusing to allow his newspapers access to these nations' communication systems.

By 1925 Hearst owns newspapers all over the country, as well as several magazines. Later he turns to film, producing several movies, some starring his mistress, actress Marion Davies. He has begun construction of Hearst Castle in San Simeon, California, and is presently furnishing it with extravagant antiques and works of art purchased on a lavish scale.

The depression of the 1930s takes its toll on the Hearst empire, but he maintains his influence in the Democratic party,

contributing heavily to the nomination of Franklin Delano Roosevelt in 1932.

Hearst is fond of sensational news stories, and has no qualms about publicizing the efforts of a single, crusading journalist. Hearst is also a philanthropist, donating large sums of money to charities and scientific endeavors. He is also in the market for works of art and other exotica with which to furnish Hearst Castle.

J. EDGAR HOOVER

Director of the FBI, 1895-1972. Hoover was born in Washington, D.C. He graduated from Washington Central High in 1913 and began studying law in night school, eventually receiving a bachelor of laws in 1916, and a master of laws in 1917.

Later in 1917 he began work for the Department of Justice, employed as a file reviewer. Two years later he was promoted to the post of special assistant to A. Mitchell Palmer, then Attorney General. Hoover is given credit for organizing the raids and mass arrests of suspected socialists and communists in the early 1920s.

In May of 1924 Hoover was named acting director of the Bureau of Investigation (renamed the Federal Bureau of Investigation in 1927), and was awarded the permanent position seven months later. Finding the agency in disrepute due to the scandals of the Harding administration, Hoover went about refurbishing the Bureau. Rigorous qualifications were put in effect, requiring agents to have a squeaky clean record, and an intensive training program was established. Hoover also instituted a national fingerprint file and a scientific crime detection laboratory.

Early recognizing the value of publicity, Hoover turned it to his own ends, establishing the FBI's "Ten Most Wanted List" and other promotional devices. "If there is going to be publicity," Hoover declared, "let it be on the side of law and order." Under Hoover's leadership the FBI became known for its integrity and freedom from political control. It is the 1930s before Hoover and the FBI become nationally recognized, following the pursuit and arrests of John Dillinger, Ma Barker's gang, and Baby face Nelson, along with involvement in such high profile crimes as the Lindbergh kidnaping.

Hoover is a patriotic American who fears infiltration by communists, socialists, anarchists, fascists, and radicals. He actively garners intelligence about labor unions, the KKK, the NAACP and others. His secret surveillance extends to politicians, celebrities, and other national figures.

Hoover's offices are located in Washington, D.C. He is very interested in hearing of any cult conspiracies or other underground movements.

HARRY HOUDINI

Showman, Escape Artist, 1874-1926. Harry Houdini is one of the best known stage acts in the world. Born Erich Weiss in Budapest, he immigrated to America as a baby. Taking the stage name of Houdini (after the famous French magician of the early 19th century, Jean Eugene Robert Houdin), his first act consisted of traditional card tricks, sleight of hand, and feats of "mentalism." He soon abandoned these in favor of escape routines. Wriggling free of manacles and strait jackets, escaping unharmed from sealed milk cans, water filled boxes, coffins, and even maximum security cells in local jails, Houdini soon gained a reputation that made him a headliner on American vaudeville circuits and in European dance halls.

Houdini's mother died in 1913 and the devoted son took up an interest in spiritualism that lasts until his death.

Encountering fraudulent mediums at every turn, he currently uses his illusionist's talents to expose fakes and hustlers, all the while never abandoning his belief in spiritualism.

In 1926, in Detroit, Michigan, he suffers a blow to the stomach from an over eager fan and dies shortly after, on Halloween, a victim of peritonitis. Survived by his wife and assistant of many years, Bess, he has sworn that if at all possible, he will return from the "other side" on a future Halloween night.

PROFESSOR J.B. RHINE

Parapsychologist, 1895-1980. Rhine quits his post at West Virginia University in 1927 to study psychical research under William McDougall at Duke University in Durham, North Carolina. Rhine conducts carefully controlled experiments in telepathy, telekinesis, and clairvoyance, and investigates psychic phenomena in everyday life and religion. He coined the term "parapsychology" and invents the standard deck of 25 cards marked with five different symbols used to test ESP. In 1930 he is named Director of the Parapsychology Laboratory at Duke. Rhine lives in Durham, near campus.

ROBERT RIPLEY

Cartoonist, Columnist, 1893-1949. Ripley began his career in 1910 as a sports cartoonist working for several newspapers. In 1918 he created the "Believe It or Not!" series of columns, soon after syndicated to newspapers all over the country. Ripley publishes his first collection of columns in *Ripley's "Believe It or Not!"* in 1930.

Ripley already has accumulated a large collection of strange objects from all over the globe. He receives many unsolicited objects, and may have specimens for comparison, or special knowledge of an odd item or artifact.

Ripley resides in Santa Rosa, California.

WILLIAM SEABROOK

Traveler, Author, 1886-1945. A popular author of stories and articles about witchcraft and kindred subjects, Seabrook contributes to many American magazines as well as the *New York Times*. Beginning in 1924 he is in and out of the U.S., traveling extensively in Arabia, Kurdistan, Tripoli, Haiti, and West Africa, studying unusual rituals and beliefs. He describes his experiences in several books published in the 1930s.

When in the U.S., Seabrook lives in the New York area.

NIKOLA TESLA

Scientist, Inventor, 1865-1935. An American inventor, born and educated in Europe, Tesla is rarely recognized for his vast contributions to the sciences. Emigrating to America in 1884, he patented an electric motor in 1888 that he soon sold to the George Westinghouse company. In 1891 he developed the Tesla coil, and in 1893 a system for wireless communication. Briefly associated with Thomas Edison, he soon went his own way, establishing a laboratory in New York City.

Tesla's inventive genius is more theoretical than practical, and he often abandons designs before they are fully developed, leaving others to reap the rewards. Such a situation has led to a long court battle over the rights to basic radio patents. He spends his later years attempting to transmit electricity without wires, growing increasingly reclusive and eccentric. Many publicity photos issued by the inventor have been shown to be fakes, and wild claims made in the 1930s, including the announcement of a "death ray," do little to improve his reputation. ■



TRANSPORT & TRAVEL

Getting Around Town, Getting Out of Town,
Automobiles & Others,
Boats & Others, Air Travel.

Once research is completed, investigation of the scene is usually essential. A wide variety of transportation forms are available to serve the needs of the traveler. Those most important, including land, air, and sea travel, are described below.

Getting Around Town

As long as an investigation stays confined to a single community, transportation poses little or no problem. Most American towns, even those as small as 5,000 people or less, offer some form of mass transit. In towns or villages smaller than this the investigator finds need of little more than his own two legs.

Buses and Trolleys

Electric trolleys, powered by either overhead wires or rails in the ground, have been around since before the turn of the century and by 1902 are replacing horse drawn omnibuses in almost every city. Termed a "light-rail" system, surface-route trolleys are now in danger of being replaced by more efficient and flexible gasoline-powered buses. Despite this, the cities of Boston, Chicago, New York, and Philadelphia all retain extensive systems featuring high-speed routes on elevated tracks or through underground tunnels. Trolley buses, electrically powered buses running from overhead trolley lines, are a halfway step between light rail and buses. Most American buses are single-deck models, although larger cities like New York are making use of double-deck versions.

FARES

Trolley and bus fare before 1920 was 5 cents. By the end of the decade 10 cents is the universal norm. The price allows the rider to travel the length of the line; transfers are available if more than one line is required to reach a destination, costing either 1 or 2 cents. Transfer use is usually limited by date, a certain time period, and/or the number of times used.

Hours of operation are dictated by the needs of the community. Small towns often suspend operation in early evening, after the close of business hours. Larger communities might maintain reduced service until 10 PM or mid-

night. The largest cities run their transit systems round the clock, increasing and decreasing the number of runs as needs dictate.

Taxi Cabs

Taxi cabs are common to all American towns, large and small. Even communities with as few as 2000 people often have one or two independent operators. Large cities, such as New York, have several cab companies fielding competing fleets. Cab stands, with waiting taxis, are usually found in front of hotels, railway stations, and other such locations. A phone call to the cab company brings a cab to your door, usually within 10-30 minutes. Radios are not yet common to taxicabs and drivers must contact their dispatchers by phone, or in person. Special telephones linked directly to the cab companies can be found at cab stands, bus stations, or other places. They can be used by drivers or customers.

TAXI RATES

Taxis charge set rates, prescribed by the local community and based on distance traveled and time spent in the cab. Mechanical meters with timers and spring-driven clocks automatically compute the rate. Meters can be tampered with and consequently are periodically checked and certified by the local taxi board. Ford and Chevrolet build special versions of their autos for Yellow and Checker, the two largest American taxi companies.

Rates vary, but are generally higher in large cities. Typical is an opening charge of 15 cents (the flag drop), then a distance charge of 5 cents a mile. A clock keeps the meter ticking at a slow pace, even when the taxi is stuck in traffic. A waiting taxi charges \$2 an hour.

Taxi drivers service all levels of the community and are often a good source of local information, both general and specific. A tip of 5-10% is considered customary.

THE BICYCLE

Young, healthy investigators may want to consider a bicycle. Weighing 35 pounds or less, these durable vehicles are capable of safely transporting up to ten times their own weight. Current bicycle design is based on the "safety" model that appeared in the late 19th century and replaced the original "ordinary" design with its gigantic front wheel and tiny rear wheel. Pneumatic tires have been standard for decades and three-speed gear systems were long ago perfected, their range now extended by reversible hubs and cranks featuring different sized sprockets. European bicycles are usually equipped with hand operated, front-rim or caliper-style

brakes. American designs favor the rear wheel “coaster” brake, operated by reversing the direction of the pedals.

European racing-styled bicycles cost from \$50-\$100 or more. Some weigh as little as 15 pounds, but they may be limited in use. European designs are intended for the narrow, twisting, paved roads found in cities and on alpine routes. If the investigator intends to spend any time at all on the dirt and gravel back roads of America, the “roadster” style bicycle sold and developed by such U.S. manufacturers as Schwinn and Elgin is recommended. Wide tires, solid and heavy frames, and broad cow-horn style handlebars prevail under conditions where more delicately tuned models are rattled and shaken apart.

A deluxe model American bicycle with steel rims, tool kit with pump, luggage rack, and battery-powered light and horn, costs \$40-\$50. Cheaper models can be had for under \$20. Tandem bicycles, built for two, are still popular. Some have a lowered frame in the second seat to allow for women’s skirts.

Riding a bike will not usually require a skill roll. If an investigator is attempting complex or dangerous maneuvers, he may roll either DEXx3 or half of a Drive skill, whichever is greater.

MOTORIZED BICYCLES

Motorized bicycles are a popular choice. Small gasoline engines, usually mounted in the frame or over the front fender, drive the front wheel through a clutched belt. Pedaling is necessary to start the engine, and to assist climbing steeper hills. On level ground a motorized bicycle can cruise at speeds of 15-20 mph.

LICENSING

Most cities require the registration and licensing of bicycles, whether motorized or not (a practice generally dropped in the latter half of the century). Operator’s licenses are not required.

BICYCLE ACCESSORIES

Trouser guards are 5 cents a pair; leather hand grips, 27 cents a pair; combination-style sprocketlock, 72 cents; foot pump, 75 cents; deluxe saddle, \$1.58; self-installed cyclometer (odometer), 85 cents, or \$2.48 for the double-dial model for daily mileage (0-99.9 and 0-9999.9); lighting systems, either electric or acetylene powered, \$1.98 to \$2.79.



vast rail system links the country, now rivalled by a rapidly expanding long-distance bus industry. The popularity of the personal automobile has led to a federally-funded highway system that spans the width and breadth of America. The fledgling aviation industry, practically non-existent at the end of the War, by the end of the decade has become the most promising form of future transport. The following sections discuss commonly available forms of transportation on land, at sea, and in the air.

Inter-Urban Trolleys

Although only a minor form of commercial transportation, this system deserves mention. An extension of city systems, these electrically powered light rail trains are most common in the East. Linking major cities at central terminals, they allow a passenger to transfer from one to another, touring up and down the East Coast, and as far inland as Cleveland or Detroit. The inter-urbans generally run 24 hours a day, seven days a week. Expanding bus lines have rendered this form of transportation nearly obsolete and by the end of the decade many lines are discontinued.

The inter-urbans are smooth, quiet, and feature scenic routes along the coast and Great Lakes. With good connections a traveler can often make as many as 250 miles a day. Rates vary, but the average cost of travel is approximately 6 cents a mile.

Bus Lines

Research into the development of larger frame vehicles during the War resulted in designs that allow for the safe and transport of large numbers of passengers. A rapidly improving highway system has made commercial long-distance bus service a viable alternative to rail. By 1926 there are bus lines linking all major cities, and by 1928 through service from New York to San Francisco, fresh drivers taking the wheel every six to eight hours. Greyhound is already emerging as a major force in the industry.

Early in the decade bus travel is bumpy, often crowded, and decidedly less pleasant than rail travel. By the end of the decade the bus lines have responded with larger, more comfortable coaches featuring curtained windows, reclin-

Getting Out of Town

Sooner or later the time comes when every investigator needs to get out of town. Whether investigating a case, conducting research, escaping local authorities, or simply in need of a vacation, the options are many. A

ing seats, and onboard toilet facilities. The observation bus, developed in California, features a raised passenger section offering unobstructed views while allowing for extra cargo space beneath.

Slower than either rail or the inter-urbans, bus lines offer markedly cheaper rates as well as service to many areas not accessed by rail. The smallest cities usually feature a bus terminal, or at least an official stop in front of a downtown restaurant or hotel. Despite improvements bus travel is still less reliable than rail, suffering more frequently from mechanical breakdowns, accidents, and bad weather conditions.

FARES

Short route bus travel between population centers averages about 20-25 mph and costs roughly 4 cents a mile. Long-distance travel averages 250-300 miles a day and cost about 4 cents a mile. Through buses on long-distance express routes make as many as 750-800 miles a day, cost 6 cents a mile.

Rail Travel

Although suffering from government control and increasingly stiff competition from the bus lines, the U.S. rail system is still operating at or near its peak. With nearly a quarter-million miles of rail, U.S. rail companies operate nearly half the world's total rail mileage. The steam locomotive is king, and seems likely to remain so. A few electric locomotives are in operation, and some light-duty oil-electric models do service in rail yards, but experiments with both diesel-compressed air and diesel-electric locomotives have so far shown little promise.

Although freight mileage improves slightly over the decade, passenger mileage drops by more than 30%. Still the fastest, safest, and surest way to travel, the railroads have responded to the decrease in business by improving the quality of their equipment and service, hoping to attract customers.

PASSENGER TRAINS

Pullman coaches are the most popular type of passenger coach in America, comprising nearly one-quarter of all the passenger rolling stock in the country. Featuring fold-up berths, Pullmans are offered in wide variety, with differing combinations of sleeping berths and sealed compartments. The latest Pullman model, the "Overnight Car" features 14 individual rooms, each with fold-down bed and private toilet. The Pullman company also owns and operates 21 special "business coaches" that may be leased by corporations or individuals. These feature beds, private dining facilities, desks, and other amenities as required.

Aside from the Pullman cars, a long-distance passenger train might also include an Observation Car with open compartments and a rear, open-air deck with chairs, Club Cars with card tables, reading material, and attendants, and dining, buffet, and cafe cars.

FARES

The cost of rail travel varies, depending on the wants and needs of the individual. Commuter hops of two hours or

less feature little more than a fairly comfortable seat and access to a snack bar. Running between major urban centers and to outlying areas, cost is about 4 cents a mile. Average speed, with frequent stops, is about 20-25 mph.

Longer journeys, regular runs of less than fifteen hours, usually feature dining coaches and club cars. Cost is about 5 cents a mile for tourist accommodations and 7 cents a mile for private, more comfortable, first-class compartments. Frequent stops for mail and freight limit average speeds to about 25-30 mph.

Overnight and longer journeys require Pullman cars along with the necessary attendants, conductors, and porters, all increasing the cost. Stops are infrequent and a fast "Special" can make from 850-1100 miles a day, traveling from New York to San Francisco in just three days. Rates vary depending upon the type of accommodations desired: 6 cents a mile for a simple Pullman; 8 cents a mile for a small private compartment for two; and 10 cents a mile or more for a First-Class room with private toilet, a car porter and other luxuries. Pullman will lease one of their private cars for \$1.50 per mile, with a minimum charge of \$75.00 a day. Porters are extra.

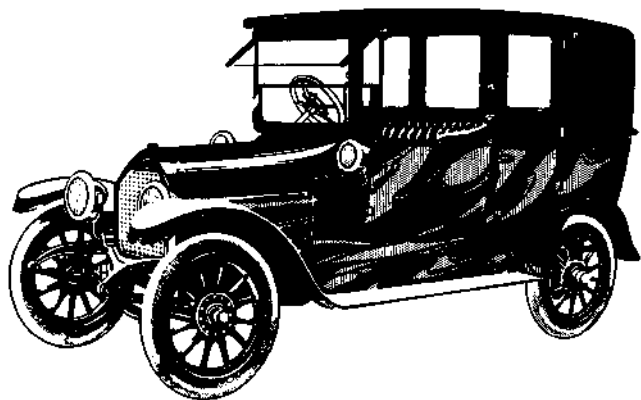
A few very rich individuals own their own private rail cars. A standard 70-foot Pullman coach can be purchased for \$27,000-\$33,000. Custom outfitting and furnishings are, of course, additional. Hauling by train costs \$1 per mile.

Freight Shipments

Equipment can also be transported. Regular freight costs about 10 cents per hundred pounds, per hundred miles. A motorcycle costs about 60 cents per hundred miles, an automobile \$2.50 to \$5 per hundred miles, a loaded coffin about 70 cents per hundred miles. Freight moves at an average of 200-250 miles per day. Express service is available—fast but expensive. Rates are double normal freight, or a little more, but delivery time is much shorter, express freight traveling at up to 1000 miles per day (not including handling time). Investigators traveling a cross-country passenger route and hauling equipment beyond the normal luggage limits may be charged express rates for additional freight.

Automobiles & Others

The personal automobile has changed the face of America. By 1929 there are 23,121,000 automobiles on American roads, 612,000 in New York City alone. The U.S. currently manufactures 85% of all automobiles produced in the world, and owns 75% of the world's vehicles. By 1918 New York has erected its first traffic light and by the end of the 1920s One-Way streets, No Left Turns, and No Parking zones are the norm. City streets are resurfaced in



macadam and compounds, pure asphalt limited to use in the wealthier neighborhoods where a quiet road surface is considered important. The use of concrete, particularly on main thoroughfares, is showing good results.

When Henry Ford first designed his original Model T he intended a practical design that would serve society forever. By the 1920s, however, the “Tin Lizzie” has been hopelessly outclassed by stylish, powerful vehicles with a wide range of options. Closed cars, once the rarity, now account for 80% of all sales, and by mid-decade exotic colors such as Arabian Sand and Versailles Violet are available. Although fluid-driven, automatic transmissions still lie in the future, modern automobiles feature hydraulic brakes, electric starters, cigarette lighters, and tachometers.

Although Henry Ford prefers to stick with just a single design—the “T,” then the “A”—most auto companies have begun the practice of announcing new models every year, premiering them in the fall accompanied by much fanfare.

Although a few electric and steam-powered cars are still produced in small numbers, there is no doubt that gasoline engines have proven themselves superior.

Autos in America

At the beginning of the decade speed limits are generally low. Typically, Illinois set limits of 15 mph in residential areas, 10 mph in built-up areas, and 6 mph on curves. On country roads limits were generally 20 mph, though New York and California allowed 30. By 1931 top speed limits are generally 35 to 40 mph.

AUTO TOURING

The rapidly-growing popularity of the automobile urged the federal government to organize an interstate highway system. Seventeen through routes now span the country, comprising over 96,000 miles of improved roads. By 1924 over 31,000 miles is already paved with concrete, the rest at least graded and drained, if not paved with macadam. By the end of the decade nearly 80% of the system is complete. Routes are marked by numbered shields: a standardized system of warning and information signs that is already being adopted by several states. The system claims that 90% of the U.S. population is now within ten miles of a federal highway.

Regardless, this still leaves nearly three million miles of roads in the hands of state and county agencies. The quality and condition of these roads varies depending on local finances and the amount of use the road receives. Major thoroughfares are surfaced with macadam or other compounds. Major rural roads are graded and reasonably drained. Many roads are sorely neglected.

Average touring speed (with stops) is about 15 mph, although this could be increased to as much as 20 mph if the route confines itself to well-maintained and paved roads. Driving more than eight hours is fatiguing. Without rest, an investigator’s Drive Automobile skill begins to suffer.

Auto touring is the American way. Over fifteen million vehicles visit our national forests in 1926; by comparison, less than two million people visit by other means. The popularity has given rise to a camping equipment industry, and the “auto camp.”

AUTO CAMPS

Long-distance auto touring frequently requires overnight stays. Hotels are often too expensive, and usually inconveniently located in a downtown area near rail and bus lines. Auto camps are found right along the highway, often near city limits (but outside them, where business regulations are less stringent). They offer easy access to the highway, gasoline and other necessities.

First appearing around 1910, auto camps were originally no more than marked off areas of ground with room for a tent and automobile. Later small sheds replaced open ground. At 50 cents a night per head, auto tourers were expected to provide their own lights, stove, furniture, etc. After 1925 most auto camp cabins charged \$1 a night per person, a fee that includes an iron bed with straw mattress, benches, running water, and a gas hot plate. Towels, sheets, and blankets are available at additional cost. By the mid-20s over 5000 of these establishments are found across the country.

Auto camps soon gained a seedy reputation. Usually located on the outskirts of a city, they often become havens for bootleggers, gypsies, and prostitutes. Add to this the rumor that some camps rent “by the hour” and their reputation is further sullied. In the 1930s, FBI Director J. Edgar Hoover publicly calls for the closing of all auto camps, an unsuccessful campaign.



Auto Performance

Higher horsepower means greater top speed and better acceleration. Heavier cars will accelerate slower than lighter models with similar engines, but weight has little effect on top speed. Even the lowest powered cars are capable of reaching speeds in excess of forty mph. A horsepower of between twenty and thirty usually yields top speeds in the fifty to sixty mph range. Horsepowers of up to 100 allow top speeds up to and including seventy to eighty mph. A 150 hp Rolls Royce could do ninety five, a 170 hp Mercedes 116 mph, and the 265 hp Dusenbergs claimed a top speed of 118 mph. The world auto speed record, set in 1927, is 231.362 mph.

LICENSING

Automobiles must be registered in the state of the investigator's residence. A metal license plate is issued at the time of registration. Operators must have a valid driver's license, also issued by the state.

Auto Brands

Although gasoline powered cars are the standard for the era, a few steam and electric-powered vehicles are still available. Stanley, producer of the famous "Stanley Steamer" doesn't go bankrupt until 1927, and the Milburn Electric car, although silent and clean, has a limited cruising range of about thirty miles, and a top speed limited to 40 mph.

New car prices in the late 1920s range from \$280 for one of the last Ford Model T's, to \$10,000 or more for luxury and performance vehicles. Manufacturers have already created a network of franchised dealerships and the market is competitive. Prices can be bargained. Most dealerships in large cities handle only one make of automobile, but smaller communities with less potential business often combine dealerships, though seldom marketing direct competitors. A combination Ford and Cadillac dealership might be found in a small town like Arkham, Massachusetts. Imported vehicles can sometimes be ordered through a U.S. importer, but these outlets are far and few between and may require a visit to the nearest large city.

Dealerships also provide warranty maintenance as well as regular mechanical repairs. Used cars are plentiful and available but, with little regulation, it is the heyday of the shady used car salesman. *Caveat emptor.*

Some selected models are described in detail below, a few of them imports.

CHEVROLET CAPITOL

Chevrolet is part of General Motors and a direct competitor to Ford. Production figures topped 239,000 in 1927. The Capitol is available in two-door and four-door models and although capable of reaching speeds of up to 50 mph, the early models are equipped with rear brakes only. Four-wheel braking is introduced in 1928.

First introduced in 1927, its price is \$695.



Auto Combat

Combat between automobiles usually involves firearms. Aiming a handgun or other weapon from a moving automobile results in a skill reduced by one half. If firing at another moving target a pursuing automobile that is dodging and weaving, reduce the skill by one half again.

Cars offer good protection. Made of heavy steel panels, automobiles can deflect a good many bullets intended for the occupants. In the 1930s lawmen, discouraged to see their .45 caliber Thompsons bouncing harmlessly off the fleeing felons' Ford, switched to the more powerful BAR. Safety glass has not yet been invented and drivers and passengers may be cut by flying glass.

CHEVROLET MODEL AC TRUCK

Four versions of this widely-used light truck are offered for sale in the 1920s: the Sedan Delivery, the Pickup, the Canopy or Screen, and the Panel version. Standard equipment includes four-wheel brakes and three-speed manual transmission. Optional front and rear bumpers, heater, cigar lighter, and wire wheels can be special ordered. The roadster pickup is fitted with a slip-in pickup box or cargo carrier.

DUSENBERG J

A vehicle for the truly discriminating, like all Dusenbergs it was handmade by skilled craftsmen using only the finest materials. The liquid-cooled eight-cylinder engine could power the car to a top speed of 118 mph, accelerating from 0 to 99 mph in twenty-one seconds despite its great weight. Aside from the usual instrumentation, the Dusenbergs could be ordered with an altimeter, barometer, and gauges to monitor tire pressure, oil changes, radiator water level, and brake fluid levels. Coachwork was custom, and often done by craftsmen outside Dusenbergs.

Introduced in 1929, a Dusenbergs costs \$20,000 or more.

FORD MODEL A

When unveiled in 1927 over a million people jammed Ford Motor Company headquarters in New York trying to see the new Ford intended to replace the venerable Model T. With four doors, an open top, and a three-speed transmission, the "A" was a manifest improvement over its predecessor. However, it never gains the fame nor dominates the market like its forebear.

Introduced in 1927, its price tag is \$450.

FORD MODEL T

The "Tin Lizzie", or Model T, was conceived by Henry Ford as a car that would never become obsolete. A simple and efficient vehicle, the basic design was continually updated, owners installing their own upgrades as they choose. During a production run from 1908-1927 over fifteen million were produced.

The Model T was an "everyman's car," capable of carrying as many as six passengers. Possessed of excellent handling (for its day), the car is easily maintained; most repairs can be performed by the amateur mechanic. First priced at \$900, the cost eventually dropped below \$300 in later years. Aside from the basic vehicle, the Model T can be ordered as a delivery vehicle, ambulance, or cargo carrier. Speedster and Roadster models were also produced.

The "T" sports a four-cylinder engine and manual transmission with two forward speeds and one reverse. Three separate pedals control the transmission brake, the reverse gear and car brake, and the shifting of gears. The throttle is a lever mounted on the steering wheel.

With its sometimes dangerous hand crank and inefficient, speed-dependent lighting system, the "T" is finally forced out of production in 1927.

First introduced in 1908, price ranged from \$900 to as low as \$280.

LANCIA LAMBDA 214

This Italian-built motor car debuted in 1923 with many features new to the industry. Rather than the common pressed steel chassis, the designers opted for a monocoque hull built up from hollow steel pressings. A four-door, closed-top vehicle, the 214 could reach speeds of 125 mph.

The Lancia is priced at \$4050.

MERCEDES-BENZ SS

The SS is an expensive sport and racing car produced by Daimler-Benz of Stuttgart, Germany. Normally a four-door, open-top car, a specially-produced two-seater has won a number of races in Europe and South America. Carefully hand-crafted, fewer than 300 of the entire series are manufactured by 1934.

First appearing in 1928, the Mercedes has a price tag of \$7750.

PACKARD TWIN SIX

The Twin Six is noted for its superb acceleration and a top speed of 70 mph. Prices begin at \$2600 for the two-seat runabout, higher for the five-passenger versions, and topping at \$4440 for the seven-seat limousine. Available in closed-top or open models, standard equipment includes a Warner speedometer, a Waltham clock, a complete tool kit, and a power tire pump.

First introduced in 1916, it costs \$2950.

ROLLS-ROYCE MODEL 40/50 SILVER GHOST

Rolls-Royce features autos manufactured individually, rather than mass-produced. The Silver Ghost, fast for its time, is also noted for its exceptional quiet and comfort. Only the chassis and power trains are made by Rolls-Royce; the bodies are built to specification by various coachmakers in England and the U.S.

From 1907-1925, 6,173 Silver Ghosts were produced with an average price tag of \$6750.

STUDEBAKER DICTATOR

Studebaker was formerly a carriage maker, now switched to automobiles. The Dictator series was produced in the tens of thousands and available in ten different models ranging from a two-passenger business coupe to a five-passenger Royal Tourer. The Dictator features standard spare tire lock, speedometer, windshield washer, and shock absorbers and is available in closed-top or open versions.

Introduced in 1928, its price ranges from \$900 to \$1195.

Auto Accessories

The popularity of the automobile has spawned a burgeoning industry supplying replacement and custom parts. A few examples follow: wool car blanket, \$1.98-\$11.50; car cover, \$6.45; Spanish-trim seat covers, \$9.95; stripe window awnings, \$1.69 a pair; tires, \$5.65-\$13.45 each; spoked steel wheel, \$4.00; battery, \$8.35-\$14.95; nickel-plated winged radiator cap, 65 cents; fan belt, 24 cents; lighted turn-signal system, \$2.98 (not installed); locking steering wheel, \$8.95;

**Domestic Autos**

The following is a mere sampling of the many automobiles produced after the War. Prices are approximate and vary according to options, shipping costs, etc. Seating is also approximate, many models being available in a range of styles from two seater roadster to seven passenger limousine. Similarly, many models are also available in both open top and closed versions. Year indicates the year that model was first introduced. HP is the horsepower of the engine. A listing of imported autos appears on p. 86.

Make/Model	Price	Year	Seat	HP
Buick Model C 45	\$950	1915	5	22.5
Buick Model D 45	\$1020	1916	5	45
Buick Model E 45	\$1265	1918	5	65
Buick Master Six Model 40	\$1495	1925	5	70
Buick Series 116 Model 27	\$1320	1929	5	94
Cadillac Type 55	\$2240	1917	4	31.25
Cadillac Type 61	\$4690	1922	5	60
Cadillac V 63	\$3950	1924	5	80
Cadillac Series 314	\$3195	1925	5	80
Cadillac Series 341 B	\$3695	1928	5	90
Cadillac Series 452	\$6950	1930	5	185
Chevrolet Model M	\$695	1923	5	26
Chevrolet Model F	\$495	1924	5	26
Chevrolet Model K	\$525	1925	5	26
Chevrolet Capitol Model AA	\$695	1927	5	26
Chrysler Model F 58	\$1045	1926	5	38
Chrysler Model 65	\$1075	1929	5	70
Dodge Model 30	\$835	1917	5	35
Dodge Model S/1	\$985	1922	5	35
Dodge Model DD	\$865	1930	5	60
Duesenberg J	\$20,000	1929	5	265
Ford Model T	\$360	1908	5	22.5
Ford Model A	\$450	1927	4	40
Hudson Super Six Series J	\$1750	1916	4	76
Hudson Model S	\$1175	1927	5	92
Hudson Model R	\$1350	1929	5	92
Hudson Model L	\$1850	1929	5	92
Ideal Stutz Bearcat	\$2000	1912	2	60
Oldsmobile 43 T	\$1095	1915	5	30
Oldsmobile 43 AT	\$1345	1923	5	40
Oldsmobile 30 DD4S	\$1115	1926	5	41
Packard Twin Six Touring	\$2950	1916	7	88
Packard Single Six	\$1495	1922	5	54
Packard Standard Eight	\$2285	1929	5	90
Pierce Arrow	\$6000	1921	6	110
Pontiac 6 27	\$825	1926	5	40
Pontiac 6 28 Sedan	\$745	1928	5	25.3
Stanley Steamer Model F	\$1500	1907	5	20
Studebaker Lgt 6 Model EJ	\$1485	1920	5	40
Studebaker Std. 6 Sedan	\$1595	1925	5	50
Studebaker Std./Dictator	\$1165	1927	5	50
Studebaker Dict. Ryl. Tourer	\$1195	1928	5	50

LIGHT TRUCKS

Chevrolet Int. AC Pickup	\$545	1929	3	46
Dodge 1/2 ton Model 1919	\$1085	1919	3	35
Dodge 3/4 ton Model DC	\$895	1927	3	35
Ford Model TT Truck	\$490	1923	3	22.5
Ford Model 82 B Pickup	\$435	1930	3	40

spark plug, 25 cents; floor mats, \$1.49-\$3.10; window shades, \$1.55; cut-glass hanging flower vase, \$1.15; pickup bed for Ford or Chevrolet roadster, \$7.75-\$8.95; 1-gallon emergency gas can, 78 cents; tire chains, \$3.95 a pair; auto first-aid kit, \$2.57; smokeless charcoal heater, \$2.45; electric engine warmer, \$2.25; dash-mounted oil level gauge, \$1.25; Simoniz car wax, 44 cents a can; polishing mitt, 35 cents; folding running-board luggage carrier, \$1.25.

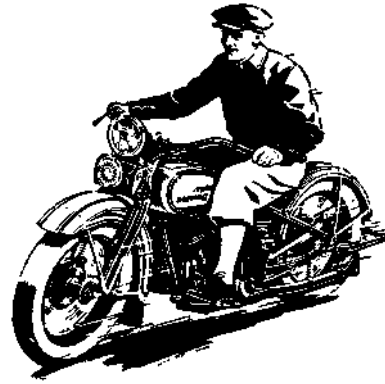
Trucks & Buses

Larger vehicles may be required to transport heavy equipment or personnel to an investigation site. Design improvements made during the War have resulted in larger and more manageable trucks. Most are equipped with power brakes, and experiments with power steering systems promise that even larger designs will soon hit the road. Aside from typical open or closed cargo trucks, flatbeds and tanker styles are also available. Prices range from \$500 or less for a small truck, to \$6000 and more for a tractor and trailer.

Buses capable of hauling as many forty people are available. They are equipped with air brakes and special, electrical transmissions. Cost is \$2500 to \$3500.

Motorcycles in America

Motorcycles are an exciting option for the young and reckless. Although generally less reliable than automobiles, requiring more maintenance, and unsuitable during inclement weather, they are affordable, quick and maneuverable—and not necessarily bound to travel on established roads. Top speeds on the larger models are comparable or superior to most automobiles and the standing-start acceleration of even smaller models can't be touched. Under good conditions they handle turns faster than automobiles, although this advantage quickly disappears in the presence of rain, snow, ice, or mud. Deceleration from medium and slow speeds is superior to most automobiles due to the motorcycle's reduced mass, however, braking systems on many production motorcycles are notoriously inefficient at high



speeds, the usual single rear brake quickly overheating and fading into nothingness. Front suspensions are of differing designs of various efficiencies; rear suspensions are non-existent on American motorcycles, resulting in a "hardtail" design and a bone-jarring ride. The world top speed record for motorcycles in 1927 is 121 mph—with sidecar, 110 mph.

It was not until the War that motorcycle design and engineering received the attention it deserved. The perfection of chain drive systems and reliable counter-shaft transmissions have helped make this vehicle a viable form of transportation. Traditionally used by the military and courier services, the mounted motorcycle policeman is today a common sight in American cities and on highways. The powerful large-displacement Indians and Harley-Davidsons are a choice of police departments across the nation, and around the world.

Motorcycles require frequent maintenance, more so than most automobiles, even including adjustments to fuel and lubrication while riding. Total-loss oil systems and manual spark retards mean an investigator using a motorcycle for regular transportation should have a Mechanical Repair skill of no less than 35%, or suffer the risk of being occasionally stranded with a broken chain, wet magneto, or other routine problem. It should be noted that although most medium and large-displacement motorcycles are powered by four-cycle engines, a few smaller models use the two-cycle engine design. Although simpler, with fewer moving parts, two-cycle engines require their own special maintenance, not the least of which requires mixing lubricating oil with the gasoline. Failure to do so results in a ruined engine.

Motorcycles may be driven using the Drive Auto skill.

PASSENGERS

Most motorcycles have room for a passenger to be carried on a pillion seat mounted behind the rider's saddle. Detachable and permanent sidecars, large enough to carry one or two passengers, or a few hundred pounds of equipment can be purchased for \$24.95 to \$66.95. The military has experimented with mounting light and medium machine guns on sidecars, fired by the passenger. The added weight of sidecar and passenger drastically reduce acceleration and deceleration, and radically affect handling. No longer able to lean into a turn, the motorcycle must be slowed and turned, more in the manner of an automobile.

Imported Autos				
Make/Model	Price	Year	Seat	HP
Austin Seven England	\$825	1923	4	10.5
Bentley 3 Litre England	\$9000	1920	5	65
BMW Dixi Germany	\$1225	1928	2	15
Citroen B2 France	\$800	1921	2	20
Citroen C3 France	\$800	1921	2	11
Hispano Suiza Alfonso Spain	\$4000	1912	2	65
Lancia Lambda 214 Italy	\$4050	1923	6	49
Mercedes Benz SS Germany	\$7750	1928	4	170
Renault AX France	\$500	1909	2	14
ROLLS-ROYCE ENGLAND				
Silver Ghost	\$6750	1907	6	48
Phantom I	\$10,800	1925	6	100
Phantom II	\$12,000	1929	5	150

LICENSING

Motorcycles must be registered as a vehicle and bear a license plate. A valid driver's license is required to legally operate a motorcycle on any public street or highway.

American Motorcycle Brands

Numerous makes of American motorcycles have come and gone, leaving four major manufacturers currently dominating the market: Cleveland, Excelsior, Harley-Davidson, and Indian. Much smaller than the auto companies, a customer, for a price, can request custom designs, alterations, and even high-powered production racers. In America, larger displacement models are designated by a number such as 55 or 74, indicating the cubic-inch displacement of the engine. 74 cubic inches is roughly equal to 1200 cc (cubic centimeters) 45 equal to 750 cc, etc. (Note that British motorcycles of this era are often rated by "horsepower," an arbitrary number derived from the displacement of the engine and in no way reflecting the actual output of the motor. 100 cc is equal to 1 horsepower, hence a 10 hp engine is actually a 1000 cc engine that may have more or less than 10 horsepower.) Three-speed transmissions are standard on most American production motorcycles. Prices range from \$125 for small, lightweight machines, to \$500 and more for a 74-inch stroker. Special machines such as production racers, imports, and foreign luxury machines may cost even more. American designs favor large engines that can effortlessly cruise at high speeds over the highway system. They are also quite heavy, the result of heavy-duty frames and suspension systems that take into account the vast number of unimproved roads in this country.

CLEVELAND—CLEVELAND, OHIO

Also a maker of automobiles, this manufacturer has long specialized in smaller, single-cylinder two-stroke motorcycles. In 1929 they introduce a large displacement four in-line, four-stroke touring machine but, nonetheless, go out of business in the early 1930s.

EXCELSIOR—CHICAGO, ILLINOIS

Excelsior specializes in larger displacement four-strokes, including the "Super X" 45-inch and "Series 20" 61-inch, both powerful V-Twins. The latter, introduced in 1919, features a brass headlight powered by a separate acetylene tank. Charles Lindbergh is the proud owner of a 1919 Excelsior.

HARLEY-DAVIDSON—MILWAUKEE, WISCONSIN

Harley-Davidson produces a wide range of models including a 37 cubic-inch opposed twin, and 45, 55, 61, and 74 cubic-inch V-twins. They have sold thousands of units to both the military and police forces, exporting large shipments to countries as far away as China and South America.

INDIAN—SPRINGFIELD, MASSACHUSETTS

Indian is H-D's major competitor, often exceeding the latter's sales to the military and police. The most popular

Motorcycle Performance

Specifications for American motorcycles are as follows: Light motorcycles are single cylinder designs approximately 21 cubic inches (350 cc). They develop around 10-12 hp, hit top speeds of 55 mph, and get 80-100 miles to a gallon of gasoline. Medium motorcycles are 37-45 cubic inches (600-750 cc), have 16 hp, top speeds of 70 mph, and get 60-80 miles to the gallon. Heavy motorcycles of 61-74 cubic inches weigh in excess of 500 lbs., hit top speeds of 100 mph and more, and get 40-60 miles to the gallon.

Indian, the Scout, is a 36-inch V-Twin. The Chief measures 45 inches, and The Big Chief, a full 74-incher, produces 24 hp and has a top speed well over 110 mph. Late this decade, Indian introduces a four-cylinder in-line touring machine.

Imported Motorcycles

There are many foreign makes of motorcycles, although importers and distributors in the U.S. are rare. Investigators may have to make their own sales and shipping arrangements, including customs, etc. Difficulties in obtaining replacement parts sometimes makes ownership impractical.

Echoing the differences in bicycle designs, American motorcycle manufacturers favor large-displacement touring machines suited for both highways and back roads. European designs tend toward small and medium-displacement machines intended for narrow, twisting roads that are mostly paved. A well developed racing circuit has also helped lead to advanced suspension systems, overhead valve and cam designs, and multi-speed gearboxes.

Germany produces the famed BMW, Austria the Puch, while France, Italy, Belgium, Switzerland, and Sweden all manufacture their own designs. The world's leading manufacturer of motorcycles is Great Britain, producing 120,000 units in 1927 compared to 60,000 in Germany, and 45,000 in America. English brands include Royal Enfield, B.S.A., Norton, Velocette, Villiers, and the Brough Superior, chosen mount of Colonel T.E. Lawrence of Desert Revolt fame.

Motorcycle Accessories

Goggles (\$2.49), padded leather helmets (\$4.89), and kidney belts (\$1.98) are recommended for both rider and passenger. Leather saddlebags can be mounted over the rear fender, and extra lights, as well as gauges and meters can also be installed. Tall leather boots, and heavy padded clothing helps prevent injury in the case of a spill.

Boats & Others

Although water travel is not the most common way of getting about, the topic bears coverage. The U.S. has several thousand miles of navigable coastline along



its eastern, southern, and western borders. Patrolled by the Coast Guard, and marked by buoys and lighthouses, this can be a pleasant, if not particularly fast method of travel. The Great Lakes of the Midwest are large enough and dangerous enough to challenge any sailor, and much of the rest of the country is dotted with lakes and marked by navigable rivers.

Small Craft

For purposes of description, small craft are those boats that can be transported either atop an automobile, or on a very light trailer. Most are suitable only for inland lakes and bays, or in calm coastal waters.

FOLDING BOATS

Folding boats, made of canvas with wooden frames, cost \$29.95 or more. They are not particularly strong, nor seaworthy, but with a total weight of less than thirty pounds (which can be divided among bearers) and of unobtrusive size when folded, they are particularly useful when space and weight are prime considerations—underground explorations, etc. Usually rowed or paddled, some can be fitted with a small outboard motor.

CANOES

Wooden canoes are light and relatively inexpensive, costing anywhere from \$35 on up, plus \$2 each for paddles. Generally fifteen to eighteen feet in length, they can be paddled or portaged overland by one man. Managing a canoe requires a any Pilot Boat skill with a base chance of 20%. Novices can best learn basic canoe skills by paddling the front seat of a two-man canoe, allowing an experienced canoeist to sit in the rear, steering and maneuvering.

Canoes are notoriously tipsy and care must be taken to avoid capsizing. Items stowed in a canoe should be lashed down and waterproofed as well as possible.

ROWBOATS

Rowboats, usually clinker built, are comparatively large and heavy, less maneuverable, but more stable than canoes, especially when loaded. Small rowboats can easily carry four to five adults, even more in a pinch. Powered by oars, it takes no particular skill to maneuver a rowboat. Rowboats are particularly adaptable to outboard motor use.

A new rowboat can be had for as little as \$35, plus \$2.50 each for oars.

OUTBOARD DESIGNS

Particularly favored in America, the original outboard motor was designed in 1910 by Ole Evinrude of Milwaukee, Wisconsin. Quickly mounted or detached, outboard motors offer a flexibility and ease of repair unheard of with inboard designs.

Small, two-cycle outboard motors come in more or less standard sizes of 2, 4, and 8 hp. The smallest weighs fifty pounds and can propel a small rowboat to a speed of 6-8 mph. The price is just \$97.50. The two larger models (\$189.50, and \$279.50) are recommended for mounting only on specially designed craft.

Eight to sixteen feet long, hydroplanes specifically designed for outboards can reach speeds of almost 30 mph with an 8 hp engine. V-shaped displacement hulls, more stable in rough water, cut top speeds drastically, but still make almost 20 mph. Late in the decade, outboards of up to 35 hp become available and in 1929 an outboard-powered craft sets a record of 41.7 mph. Outboard designs are simple and relatively cheap, costing about \$25 per foot; the motor is, of course, a separate expense.

Despite the advantages of cheaper cost, more speed, and ease of maintenance, outboards are more suited for lakes and calm waters. Rough seas or surf can easily swamp an outboard, flooding the carburetor and shorting out the electrical system.

SAILBOATS

Sailboats are still useful, but probably less so in this age of powered craft. Sailing a small vessel with a single sail requires the Pilot Boat (small sailing craft) Skill. With a basic skill of 20%, most investigators can get around on a smooth lake or bay, but this is not necessarily enough to make a difficult series of tacks back to shore.

A sailboat can be no more than a rowboat fitted with mast, sail, and rudder, but a dory or other authentic sailing craft costs in the neighborhood of \$40 per foot, complete with sails and rigging. Many can be fitted with auxiliary outboard motors.

Large Craft

Large craft are boats that usually remain moored at docks. They can be cartaged overland but require special heavy-duty trailers and trucks. Powered large craft operate much like automobiles and are usually fitted with steering wheels, electric starters, and other familiar controls. Investigators usually have an automatic Pilot Boat skill of 20%.

Yachts are large sailing craft and require a Pilot Boat (large sailing craft) skill to operate. Note that although larger ships are built of steel, and Germany is presently experimenting with an alloy called Duralumin, all boats, large and small, are currently made of wood.

OPEN LAUNCHES

Powered by one or more inboard engines, open launches are generally high-speed craft. Taking advantage of hydroplane design, they are used for patrol and rescue operations, and by bootleggers and smugglers as well. Generally 16-35 feet long, they are equipped with engines providing 6-30 hp and can usually reach speeds of 25-35 knots (30-40 mph)—and some as high as 55 knots (63 mph).

Launches are not intended for extended periods at sea. Powerful engines devour fuel at a frightful rate and the high-speed hydroplane design is at a disadvantage in rough waters. Canvas covers can be mounted to protect crew and passengers from sun and rain. Cost is generally \$75 per foot.

CABIN CRUISERS

Cabin Cruisers are intended for extended traveling. V-shaped

displacement hulls are more stable in rough seas and lower-powered engines consume less fuel, increasing cruising ranges. Usually 20 feet or longer, cruisers are powered by 10-20 hp engines and have top speeds of 8-10 knots (9-11 mph). American style "Express" cruisers are 25-50 feet long and, taking advantage of increased fuel capacity, use high-powered engines to reach speeds of 20-25 knots (22-30 mph).

In addition, cabin cruisers are fitted with below decks cabins, galleys, and heads. A 25-foot cruiser can easily sleep six, more if conditions allow sleeping on deck. Cabin cruisers are considerably more expensive than simple open launches, costing about \$125 dollars per foot.

YACHTS

Yachts are defined as any large craft powered primarily by sails. They may be fitted with one, two, or more masts. Sailing craft are much more delicate and finely tuned vessels, relying on their shape and design, rather than the brute horsepower of internal combustion engines. They are costlier to build, and require a delicate hand to manage.

A minimum Pilot Boat (large sailing craft) skill of 20% is required to properly handle a yacht. The handling of multiple sails, masts, rudder, and balky crew, calls for far more skill than coasting a dory. Note that it is becoming more and more common to fit yachts with small auxiliary engines for use in emergencies and in harbors. They are rarely powerful enough to make more than 4-6 knots (5-7 mph), but under power a yacht can be maneuvered using a Pilot Boat skill.

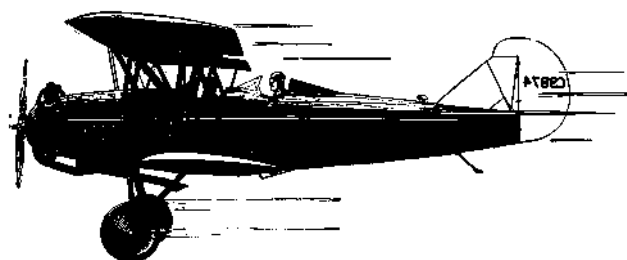
The best American yachts come from New England shipyards, particularly around Essex, and are constructed by families long in the trade. A custom made yacht, with all sails and rigging, costs \$200 to \$250 a foot—or more—depending on the materials and fittings.

Boating Accessories

Cork life rings cost \$2.50 each; personal life belts, \$2.39, the bulkier but safer life jacket, \$3.29. Boat hooks cost \$4.89. Charts of local waters may be obtained at minimal price. Binoculars are recommended, as are emergency lights if the possibility of being caught in darkness exists. A flare gun, just in case, costs \$24.95. A line throwing gun, appearing something like a carbine, fires a 3/16-inch line up to 60 yards, and costs \$55. A larger version, the Lyle gun, is a brass, 18-inch cannon that can hurl an 18 lb. rod and half-inch line up to 700 yards, costing \$300. The Sven Foyn harpoon gun fires an explosive harpoon 30-40 yards. It costs \$895.

Receiving radios suitable for maritime application become commercially available near the end of the decade. Costing \$250 and more, these radios allow boaters to regularly monitor weather and Coast Guard reports. Two-way radios that allow the boaters to transmit back still lie in the future.

And just in case: steel fishing rod, \$3.98; best bamboo rod, \$12.95; reels, \$2.69 to \$22.50; lures, 19 cents to \$1.10; tackle box, \$5.98; preserved minnows, 24 cents a jar.



Air Travel

Following the end of the War the U.S. aviation industry was small, unsupported, and nearly stagnant. Airplanes were viewed as sporting devices and there was no federal regulation or pilot's licensing required until the Air Commerce Act of 1926. Until this time pilots were only required to obey the laws of their state and local community, most regulations dealing with the buzzing of towns and farms, and other reckless stunts.

Early Air Mail

In 1920 the U.S. Postal Service inaugurated their New York to San Francisco cross-country air mail service. Air mail had, since the end of the War, flown regularly between New York and Washington D.C., but nothing of this scale had yet been attempted. Using Curtiss and other Army surplus planes, ex-military pilots flying in shifts crossed the country in just 32 hours, compared to three days for the fastest trains. Although at first uneconomical, within a few years a profit was shown. Night flying began in 1924 when the route between Chicago and Rock Springs, Wyoming, was completely lighted. By 1926, when the Postal Service got out of the business, selling its routes to private contractors, lighted airways stretched all the way from New York to the Rocky Mountains. By the end of the decade the U.S. has over 15,000 miles of marked airways.

Aside from mail and passenger transport, aircraft are currently being used for aerial survey and photography, forest fire reconnaissance, crop-dusting, sky-writing, and are occasionally pressed into ambulance and medical service.

The U.S. Airway System

The U.S. airway system consists of sixty-six major airfields, located roughly 250 miles apart, each lit by two floodlights of a half-billion candlepower each, one lighting the field while the other sweeps the horizon every twenty seconds—a beacon seen for 100 miles or more. Small emergency fields are located every 15-30 miles, lit by smaller electric beacons. Small acetylene beacons are



placed every three miles along the routes to help guide pilots. Looking from New York, two major lighted routes are seen: one heading south down the coast to Washington, D.C., before turning inland to Atlanta, Georgia, then branching west to Birmingham, Alabama, and south to Daytona Beach, Florida. The other heads due west to Cleveland, Detroit, then Chicago which forms a "hub" for short routes to many Midwestern cities. West of Chicago a light route heads to Omaha, here branching south to Dallas, Texas (and an unlighted portion all the way to Houston), and west to Cheyenne, Wyoming, and over the Rocky Mountains to Salt Lake City, Utah. From Salt Lake City routes head northwest to Portland, west to San Francisco, and southwest to Los Angeles. A completely lighted route also runs the length of the West Coast.

The Air Commerce Act

Until this 1926 act there is no uniform regulation of aircraft or air traffic. With the assumption of the air mail routes by private carriers numerous laws and regulations were instituted. Pilot's licenses became required, and individuals were certified as flying instructors. Aircraft inspections and insurance become mandatory, and airfields required to meet certain minimum standards. Airfields must be clearly marked, landing strips graded and drained, and wind direction indicators installed. To receive an "A" rating, an airfield must be equipped with lights, have runways at least 2500 feet long, and allow take offs and landings in at least eight directions. Ratings go as low as "F" or "X" (unrated). By late 1928 there are over 4000 rated airfields in operation.

TYPICAL EARLY AIRLINES

The immediate years following the Great War showed only limited advancement in the area of commercial air transport. Cramped, noisy, uncomfortable conditions in early aircraft made their advantage of slightly decreased travel time fade when compared with the relative luxury of a passenger train's Pullman car. Aeromarine Airways was one of the first U.S. air lines to show any sign of success. Operating from 1919 till 1923, Aeromarine offered passenger service from New York to Atlantic City, New Jersey, later moving south and flying routes between Miami and Nassau helping to quench the thirsts of drinkers escaping Prohibition restrictions. Using Curtiss seaplanes purchased from the U.S. Navy for \$6000 \$9000 each, Aeromarine soon expanded their routes to Havana. Before folding in 1923 regular or special flights linked a string of cities from Detroit, to Cleveland, and all the way to Cuba.

It was not until the mid 1920s that commercial airlines became a viable interest and in 1925 Ryan Airlines was founded, the first truly successful airline. Starting with a handful of converted war surplus biplanes, Ryan was the first to offer year round service. Its first San Diego to Los Angeles route cost \$17.50 one way or \$26.50 round trip, including ground transportation to and from the airfield. The airline carried some 5600 passengers in 1926 but closed the following year when owner T. Claude Ryan chose to concentrate instead on aircraft manufacture. Lindbergh's "Spirit of St. Louis" was a Ryan monoplane.

USE OF THE AIRWAYS

The airways are for the use of commercial companies and private citizens alike. The 66 major airfields linking the system offer hangars, repairs, fuel, wireless and meteorological equipment, booking offices for commercial carriers, and even travel agents. A Take-Off and Landing fee of \$2 is charged. Gasoline sells for roughly 19 cents a gallon.

Normal cruising altitude is around 5000 feet, although heights of 10,000 feet can be safely reached without resorting to oxygen. At 12,000-15,000 feet the effects of oxygen deprivation can be felt, and pilots and passengers may be at risk. Fully pressurized cabins do not appear until the next decade.

Commercial Air Travel

After establishing the system, the U.S. Post Office sold its air mail routes to 32 private contractors who now haul not only mail, but express freight and passengers as well. In addition to the normal mail routes, commercial companies have established a number of other routes, particularly across the South and Southwest. None of these routes are lighted, however.

Air travel is not prohibitively expensive: 10 cents a mile is about the average rate, and speeds average about 100 mph, including refueling time. In 1929 "Lindbergh's line" offers the first through cross-country package. Passenger flying is not yet done at night, and in the evening the passengers are set down and transported by bus to make rail connections. Traveling by rail overnight, the passengers the following morning disembark and are transported to the nearest airfield. Price is \$335 one way.

AIR TAXIS

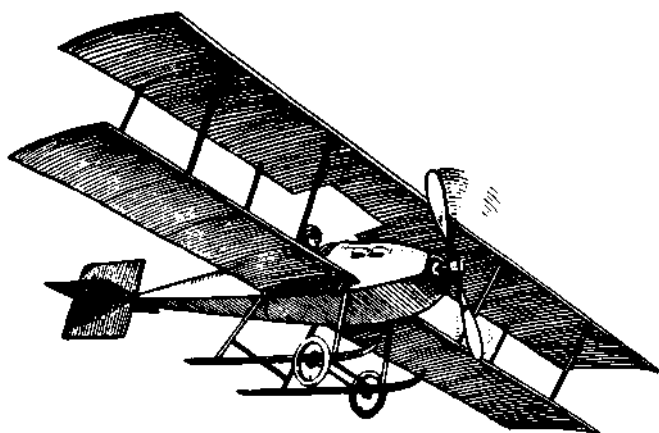
Air-Taxi service is also available. Private pilots with their own aircraft often offer charter aircraft service to destinations not on regular commercial routes. Rates are generally 25 cents a mile for a medium sized plane capable of carrying three investigators in addition to the pilot.

The selling off of the Postal Service air mail routes gives rise to new companies like National Air Transport and Boeing Air Transport. Mergers later create companies called TWA, Eastern Airlines, and American Airlines. Although amenities such as stewards, on-board lavatories, seat belts, and in-flight meals are not introduced until the thirties, the traveler who does not mind the noise, cold, and general risk, will find small airlines often the quickest way to get from one place to another.

Private Aircraft

A privately owned aircraft might be thought a luxury, but it is really not out of reach of the typical investigator's wallet. War surplus trainers can be had for as little as \$300. Hangar fees, fuel, maintenance, and takeoff and landing fees add only a little to the total cost.

The decade sees great advances in design. At the end of the War most airplanes are simple open-cockpit biplanes constructed of wood, wire, and silk. By 1930 fully enclosed,



multi-engine monoplanes capable of carrying 10 or more people hundreds of miles non-stop in relative comfort are being constructed wholly of metal. However, U.S. aircraft production lags far behind many European countries. In 1928 America produced only 5000 planes, nearly half of these inexpensive, open-cockpit biplanes. Of the remainder, a mere eighty-five were advanced design closed-cockpit monoplanes, and only sixty were of transport size.

A typical airplane is capable of cruising at speeds from 70-100 mph, with a range of 250-400 miles, but airplanes can be customized to suit the user's needs. Larger, more powerful engines can be fitted to increase speed, and additional fuel tanks installed to improve cruising range. Aircraft powerplants are expensive, however, and newer, more powerful models typically cost thousands of dollars. The weight of additional fuel means less passenger and/or cargo capacity, and may also drastically alter the flight characteristics of the aircraft. All these must be taken into account when making modifications.

SEAPLANES

Seaplanes and flying boats get particular attention from designers. Because they can take-off and land on water, they are not limited by normal-length landing strips. Seaplanes are among the largest and most powerful aircraft available.

Float type seaplanes appear as typical small or medium aircraft (up to 10,000 pounds) fitted with pontoons instead of wheels. These floats decrease both cargo capacity and top speed by 10%. A world speed record of 281.669 mph is set in October, 1927, by a British-built seaplane.

Flying boats are larger aircraft whose hulls ride directly in the water. One of the largest weighs over 33,000 pounds, has

a crew of five, and is powered by four engines developing over 2600 hp. Reasonably seaworthy, flying boats can set down in bad weather to ride out the storm, then take off again.

INSTRUMENTATION

Although new instruments and indicators are constantly being developed, the typical cockpit includes: a tachometer; engine oil and temperature gauges; an Air Speed indicator; an Altimeter; Attitude or Trim indicators; possibly Climb and Bank indicators; and perhaps a two-way radio.

Airplane Brands

The following are just a few representative models of aircraft available. Some are manufactured strictly for the commercial market while others are civilian models of aircraft originally designed for the military. Some, especially trainers, are actual military surplus.

Setting prices for aircraft is problematical. A small market, coupled with specialized needs, results in many early aircraft designs being built to order. Occasionally some of those manufactured are not delivered for one reason or another, and are eventually sold by the manufacturer for a lower than normal cost. War surplus equipment often affords the buyer remarkable bargains. Used aircraft prices fluctuate wildly, depending on condition and local demand. Exact costs will have to be determined by the keeper. As a rule of thumb, open-cockpit biplanes are the cheapest, and monoplanes and closed hatches are far more costly. Twin engines usually are at least double the price.

AVRO 504K

Thousands of this two-seater biplane were manufactured between 1916 and 1918, after the war many finding their

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Aircraft Performance

Performance figures for aircraft vary greatly depending on the types of engines used, loading, etc. The following figures were compiled by the British RAF using aircraft designed near the end of the decade. These figures can be used to roughly estimate the performance of similarly sized and powered aircraft.

Crew indicates the number of airmen required to properly operate the aircraft; HP is the total horsepower of the engine(s); Weight is the total weight of the aircraft loaded with crew and fuel; Surface is the total lifting surface of the wings expressed in square feet; Cargo is the total additional weight the aircraft can safely carry above the gross weight; TS indicates top speed, the maximum speed the aircraft can obtain and usually 20-25% above normal recommended cruising speed; Climb is the maximum rate of climb expressed in feet per minute to an altitude of 6500 feet (note that the rate of ascent decreases as altitude is gained and the atmosphere thins); Ceiling is the aircraft's "service ceiling," the altitude above which the aircraft's rate of climb drops below 100 feet per minute.

Aircraft	Crew	HP	Weight	Surface	Cargo	TS	Climb	Ceiling
1 seat Fighter	1	394	2946	293	351	154	1635	27,100
1 seat Bomber	2	670	7773	695	1034	122	790	18,000
2 engine Bomber	3	964	8852	964	1057	130	970	23,500
Night Bomber	4	940	18,460	2164	3104	93	135	7600
General Purpose	2	482	4240	488	540	132	955	22,700
Recon Seaplane	3	470	5300	443	574	130	800	18,900
Flying Boat	5	940	14,300	1447	2059	101	323	14,300

way into the hands of barnstormers and other performers. The Avro saw service all over the world, including Japan, Australia, Europe, and South America, as well as the U.S. A versatile aircraft, the 504 can be fitted with both ski and float type landing devices, in addition to the normal gear. Military versions carried a single, synchronized machine gun.

The standard factory price in England is approximately (868 pounds) \$3900 without engine, \$4300 (907 pounds) with a 130 hp Clerget powerplant, slightly cheaper with the 110 hp LeRhône. Civilians could often buy them as cheaply as \$2900 (650 pounds)—engine included.

Powered by the Clerget, the Avro can hit a top speed of 95 mph, and has a cruising range of 250 miles.

CURTISS JN-4 "FLYING JENNY"

An open-cockpit biplane, the Jenny features tandem seating for two with dual controls. The result of development of earlier Curtiss designs used in the war against Pancho Villa, the JN-4 biplane is the most common aircraft in the U.S. military during the early part of the decade. Thousands of pilots trained in the Jenny during the War and in years after. A reliable aircraft, it is the first mass-produced aircraft in the U.S. Beginning in 1916 approximately 7,280 are manufactured, 4,800 for the U.S. Army alone. After the War, used Jennys could be purchased for as little as \$50-\$600, and were the commonly used by barnstormers in their traveling shows.

Powered by a Curtiss engine developing 90 hp, the Jenny has a top speed of 75 mph and a cruising range of 150 miles.

FARMAN F.60 GOLIATH

First designed in 1919, the French *Goliath* was the first

truly commercial airliner. With a crew of two, and seating for twelve passengers, this twin-engine biplane began regular air service between Paris and London in 1920 and sports a perfect safety record.

The *Goliath* is powered by twin Salmson engines that develop a combined 520 hp. It can cruise at 75 mph, and has a cruising range of 248 miles.

FELIXSTOWE F.2A

A central hull seaplane designed for maritime patrol and anti-submarine warfare in 1917, the F.2A biplane was responsible for the destruction of several German submarines and a few zeppelins as well. Standard military armament included four to seven Lewis guns plus racks holding two 230 pound bombs. These aircraft, sans armament, can be picked up for reasonable prices as military surplus. They make effective cargo or passenger carriers.

The F.2A seats six and is powered by twin Rolls-Royce engines developing a combined 690 hp. It has a top speed of 95 mph, and a cruising range of 500 miles.

SOPWITH 7F.1 SNIPE

The successor to the famous Sopwith *Camel*, the *Snipe* biplane fighter first saw service in 1917. After the war it was retained by the RAF and used as a trainer until 1926. Occasionally available as military surplus, its usefulness is limited by its single seat and minimal cargo capacity. Military fighter versions were typically outfitted with a pair of synchronized Vickers machine guns mounted above the engine.

Powered by a 230 hp Bentley engine, the *Snipe* has a top speed of 121 mph, and a cruising range of 300 miles.

JUNKERS F13

This all-metal single-engine monoplane is a design well ahead of its time. Although the cockpit is open, the passenger compartment is enclosed and well upholstered. Designed specifically for the civilian market, 322 are built between 1919 and 1932, some of them employed by national air forces as cargo carriers. The F13 is the first aircraft of its type to be equipped with safety belts, and can employ wheel, float, or ski-type landing gear.

Seating four, in addition to two crew members, the Junkers is powered by a 185 hp BMW engine. Cruising speed is 87 mph, and cruising range 435 miles.

DORNIER DO 15 WAL

Production of this aircraft began in 1923 and continues until 1932. The basic design benefits from continual improvements, including upgraded engines as well as changes to wingspan and to overall weight. A flying boat with high-mounted single wing, the *Wal* mounts its twin engines above the high wing in a push-pull configuration. Designed in Germany, the first *Wals* were manufactured in Italy, Germany's production restricted by its postwar agreements. One of the best aircraft of its type, the military reconnaissance version is armed with a pair of MG15 7.92mm machine guns, and can carry as many as four 110 lb. bombs on external racks.



Airplane Navigation

Flying over known territory with familiar landmarks or following a marked air route requires little in the way of navigation. Over unfamiliar territory, or if a marked air route is lost, the Navigator skill is essential to accurately locate the craft's position.

Airplane navigating is done by a method called Dead Reckoning (D.R.). Involving the use of several unique instruments and methods, it must be taught by an experienced teacher, or learned through study. Using an aero bearing plate, a wind gauge bearing plate, and a course setting sight, the pilot can figure the wind speed, direction of aircraft drift and other factors to arrive at a true position. Navigation by the stars is used only as a back up method to check the results of dead reckoning.

In the latter part of the decade two way aircraft radios become available. In an emergency a radio can sometimes be used to locate one's position. Two ground stations monitoring an airplane's distress call can often plot the craft's position. Experiments with radio beacons, monitored by approaching aircraft, show future promise. Navigating by night is not too difficult, particularly when keeping to lighted airways. Fog is the true danger, and pilots, lacking any visual coordinates, find they have to use their instruments just to keep the plane upright and level. Even lighted airfields can be difficult to locate in thick fog.

One of the aircraft's most famous flights was Roald Admundsen's attempt to fly a pair over the North Pole. One plane crashed on pack ice forcing the other to make a tricky landing to retrieve the stranded crew of the wreck. After hacking through the ice to provide a strip of water suitable for take-off, the overloaded *Wal* managed to return the expedition safely home.

Seating four, the *Wal* is powered by a pair of BMW engines developing a combined 1500 hp. The *Wal* can hit a top speed of 137 mph, cruise at 118, and has a range of 1367 miles.

FOKKER F.VIIA/3M

A product of the famous Dutch Fokker firm, the F.VII monoplane began life as a single engine utility transport in 1923. In 1925 a trimotor version was introduced that was destined to earn the airplane its greatest successes. Adaptable to skis and floats, the F.VIIA/3M sees service all over the world. Eleven have been purchased by the U.S. Army and designated C-2 cargo carriers.

The aircraft's most famous moment comes on May 9, 1926 when a Fokker F.VII carries Richard Byrd and copilot Floyd Bennett safely over the North Pole. Other records set by this plane include a 2400 mile flight from Oakland, California, to Hawaii, and in 1929 a world endurance record staying aloft for 150.67 hours, refueling in flight with the aid of a Douglas C-1 cargo-tanker.

The Fokker seats ten, plus a crew of two, and is powered by triple Armstrong Siddeleys developing a total of 645 hp. It has a top speed of 115 mph, a cruising speed of 93 mph, and a cruising range of 477 miles.

DE HAVILLAND MOTH

This immensely successful biplane is a low-cost sporting aircraft that has benefited from numerous improvements over its production run. Later versions, with improved engines, are dubbed the *Gypsy Moth* and *Tiger Moth*. A *Gypsy Moth* piloted by Amy Johnson accomplishes the first England to Australia solo flight made by a woman. Thousands of these aircraft are destined to see service as basic trainers in the early days of the Second World War.

Seating two, and usually powered by a 60 hp Cirrus engine, the Moth reaches a top speed of 90 mph, and has a cruising range of 150 miles.

FORD 4-AT TRIMOTOR

Although similar in appearance to the three-engine Fokker F.VII, the Ford monoplane incorporates a unique corrugated metal skin coated with non-corrosive aluminum providing exceptional durability. This innovation gives rise to the plane's nickname, the "Tin Goose." Other design innovations include wheel brakes and a tail wheel in place of the simple skid. Although the passenger compartment is noisy—like most trimotor designs—this aircraft provides the finest in state-of-the-art air passenger transportation. A Ford trimotor with modified wingspan and oversized fuel tanks, named the "Floyd Bennett," carries Richard Byrd and Bernt Balchin over the South Pole in November of 1929.



Parachuting

Anyone can be taught the fundamentals of using a parachute in just a few minutes. Making sure that straps are cinched tight (especially between the legs), and knowing how to pull the ripcord is all that is necessary for the novice to make an emergency parachute leap. The two prescribed ways of safe jumping are "lift off" and "free fall." Both require the parachuter to climb out on a wing until he is sure to clear the tail section of the aircraft. With the lift off method, the jumper holds onto the plane while pulling the ripcord, allowing the drag of the emerging chute to pull him free. Free fall parachuting involves jumping from the aircraft and falling a certain distance before pulling the ripcord and deploying the chute. Although there is concern about the effects of extended free fall, 4000 foot falls have been made without any apparent ill effects.

Parachutes require a minimum of 150 feet to fully deploy and become effective; 250 feet is considered the safe minimum altitude. Parachute jumps as high as 25,000 feet have been successfully made. Proper and safe parachuting calls for no specific skill. Anyone can be shown the basics in a few minutes.

A falling parachute sometimes begins oscillating. If unchecked, the chute can rock too far and collapse. Oscillation can be controlled by pulling the shroud lines in a way that damps the inertia of the rocking chute.

Parachutes can be steered to a degree. By pulling the shroud lines down on a particular side, the chute tends to sideslip in that direction. Note that this method increases the rate of descent and should be avoided when nearing the ground. This method can allow a parachuter to avoid trees, tall buildings, or power lines.

Smooth landings insure an uninjured jumper. A parachuter falls at a rate of 16 to 24 feet per second, depending on his weight, the impact the equivalent of a jump from a height of 4 to 9 feet. The natural tendency is to underestimate the distance to the ground, resulting in the jumper pulling his legs up too soon and landing in a bad position. Sudden crosswinds at ground level can yank a chute sideways and turn an ankle if the touchdown is rough. Parachuting into water is most safely done by unstrapping oneself when low over the water, then jumping clear of the chute when six to ten feet above the water's surface. Lastly, once on the ground, a strong wind can billow out a chute and possibly drag a jumper across the ground. A keeper may require a DEXx3 roll for some of these situations.

Seating a crew of two plus fourteen passengers, the 4-AT is powered by Wright engines producing a total of 900 hp. The plane has a top speed of 130 mph, and a cruising range of 1140 miles. Although production ceases in 1932 when the design is made obsolete by larger, twin-engine designs, the durable "Tin Goose" is a familiar sight in the skies for decades to come.

LOCKHEED VEGA

This single-engine, high-winged monoplane was specifically designed for the civilian market and first appears in 1927. Flown and endorsed by such renowned pilots as Amelia Earhart and Wiley Post, a *Vega* is the first aircraft to make a successful eastward crossing of the Arctic, flying

from Point Barrow, Alaska, to Spitsbergen, north of Norway. In 1933 Wiley Post uses a *Vega* to make a much-publicized solo flight around the world.

The *Vega* seats one crew member and six passengers, and is powered by a 450 hp Pratt & Whitney engine. It has cruising speed of 170 mph, and a range of 550 miles.

Aircraft Accessories

Potential pilots will want to purchase a padded aviator's helmet (\$4.98), goggles (\$2.49), and possibly a lined leather jacket (\$8.95), all available from military surplus stores. A white silk scarf is optional, costing anywhere from \$1.49 to \$2.49.

PARACHUTES

Parachutes come into general use around 1921, although German pilots made use of them in the last days of the War. The seat pack, developed by the U.S. Army in 1919 has proven the most popular. Weighing 18 lbs., it is worn across the buttocks and serves as a seat cushion when flying. Back pack models and lap models are also available, sometimes preferred by airman whose duties require them to move around. Made almost entirely of silk, parachutes cost \$35.95 to \$45.95. They consist of a main chute 22-28 feet in diameter, and a small pilot chute, three feet in diameter, that emerges first and pulls the main chute free. Parachutes are properly packed when purchased. Repacking a chute must be done properly in order to insure that it fits back into its canvas pack, and can deploy properly when next used.

Military surplus also made available parachute flares. Normal, fast-burning flares attached to parachutes can be

dropped from a plane and used to illuminate large areas, making possible the search for suspects or the taking of photographs. Parachute flares cost \$1.95 each.

ARMAMENT

Airplanes are easily adapted for combat. Many were originally military designs, and others can be fitted as desired. Machine guns are favored weapons, the Browning, Vickers, and Lewis gun among the most popular. Military fighters had mechanical synchronizers that timed the machine gun's bullets to pass safely between the blades of the whirling propeller, allowing fighter pilots to sit directly behind their weapons. It is unlikely that any sort of synchronizer can be devised for a civilian craft. In this case, machine guns can be mounted on the wing above the cockpit, or, on open-cockpit planes, mounted on a swivel and fired to the rear by a second-seat passenger. Lightweight Lewis guns were often used in this capacity.

Aerial bombs are presently being manufactured and stockpiled in sizes weighing up to 4000 pounds. At two tons, and standing nearly sixteen feet high, it is unlikely that any plane available to an investigator could lift it. However, smaller bombs, some as light as 15-25 lbs., can be easily dropped by hand from an open cockpit or window. Although not generally available, they might be found on the weapons' black-market. ■

ADVERTISEMENT

Stenographers' Note Books

Good quality note books. Shipping weight, for 12, 4 lbs.

3K12281—Plain ruling, pencil, 60 leaves..... **45c**

12 for..... **4.50**

3K12282—Plain ruling, ink, 60 leaves, 12 for..... **85c**

3K12595—Same as 3K12282 but has red center line. 60 leaves..... **85c**

12 for..... **8.50**

Onion Skin Second Sheets

A high grade light weight white sheet, especially designed for making carbon copies. Shipping weight, 3 pounds.

3K9954—Size, 8½x11 inches. Package of 500 sheets..... **79c**

Manila Second Sheets

A good grade of yellow Manila for carbon copies and scratch paper. Shipping weight, 3 pounds.

3K9957—Size, 8½x11 inches. Package of 500 sheets..... **45c**

Very Fine Quality Carbon Paper

For typewriter work. Makes clear cut impressions. Will not blur or smear. State sizes wanted. Shipping weight, 25 sheets, 3 ounces; 100 sheets, 1½ pounds.

Black. Size, 8½x11 inches. Package of 25 sheets..... **25c**

Black. Size, 8½x13 inches. Package of 25 sheets..... **85c**

3K9975—Per roll of 25 sheets..... **25c**

3K9976—Box of 100 sheets..... **85c**

Metal Valuable Paper or Bond Box

A place to put valuable papers. Made of heavy gauge sheet metal, is lacquered in black with gilt marking, with lock and keys. Size, 11½x5½x3 inches. Shipping weight, 2 pounds.

3K17505..... **98c**

Typewriter Supplies

Typewriter Ribbons

A first class ribbon. Colors: Black, black and red, purple or blue. State color wanted.

3K9800—Harris, ½-inch. (Not in two colors.)

3K9801—Corona, ½-inch.

3K9802—Underwood, ½-inch.

3K9803—Oliver, ½-inch. (Not in two colors.)

3K9804—Oliver, ½-inch.

3K9805—Remington, ½-inch.

3K9806—L. C. Smith, ½-inch.

3K9807—Royal, ½-inch. Each... (Shpg. wt., each, 4 oz.)..... **39c**

Per dozen, any of the above ribbons. Shipping weight, 3½ pounds..... **\$4.49**

Heavy Duty Ribbon .85c

We recommend this superior ribbon for all general purposes where the typewriter is in continued daily use. Can furnish for same machines and in same colors as listed above. State machine and color. Shpg. wt., 4 oz.

3K9808..... **85c**

Economy Typewriter Tablet

A very handy tablet for home or office. Contains 100 sheets good quality white bond paper. Size, 8½x11 inches. Shipping weight of three, 2 pounds.

3K12595..... **69c**

3 for..... **3.00**

Gico—New Liquid Paste

A pearly white liquid paste, always ready for use; requires no water, does not dry up. 5-oz. opal jar, equipped with air-tight cover and adjustable brush. A good economical paste. Shipping weight, 7 ounces..... **32c**

3K3303..... **32c**

Carter's Glue Pencil

For mending almost anything, wood, cloth, paper, china, and so on. Shipping weight, 4 ounces..... **19c**

3K3302..... **19c**

Riverside Typewriter Papers

"Typewriter Papers With a Reputation"

Excellent quality white bond paper for personal or business use. These papers are manufactured especially for typewriter use, but the smooth, hard surface is suitable for pen and ink writing.

"DORADO BOND"

A Very Good Quality of White Bond Paper

Light Weight

3K9700—Size, 8½x11 inches. 500 sheets..... **\$0.85**

3K9701—Size, 8½x13 inches. 500 sheets..... **\$1.15**

Shipping weight, per box, 4½ pounds.

Medium Weight

3K9702—Size, 8½x11 inches. 500 sheets..... **\$0.87**

Shipping weight, 6 pounds.

Heavy Weight

3K9703—Size, 8½x11 inches. 500 sheets..... **\$1.08**

3K9704—Size, 8½x13 inches. 500 sheets..... **\$1.32**

Shipping weight, 7 pounds.

"CHARA BOND"

A Fine Quality of White Woven Bond Paper

Light Weight

3K9963—Size, 8½x11 inches. 500 sheets..... **\$1.65**

3K9964—Size, 8½x13 inches. 500 sheets..... **\$2.00**

Shipping weight, 4½ pounds.

Medium Weight

3K9965—Size, 8½x11 inches. 500 sheets..... **\$1.70**

3K9966—Size, 8½x13 inches. 500 sheets..... **\$2.10**

Shipping weight, 6 pounds.

Heavy Weight

3K9967—Size, 8½x11 inches. 500 sheets..... **\$2.10**

3K9968—Size, 8½x13 inches. 500 sheets. Shpg. wt., 7 lbs..... **\$2.70**

ENVELOPES

3K9980—To match "Dorado Bond" 3K9703. Box of 500 envelopes. Shipping weight, 5 pounds..... **\$1.40**

3K9981—To match "Dorado Bond" 3K9705. Box of 500 envelopes. Shipping weight, 6 pounds..... **\$1.75**

3K9982—To match "Chara Bond" 3K9966. Box of 500 envelopes. Shipping weight, 5 pounds..... **\$1.90**

3K9983—To match "Chara Bond" 3K9968. Box of 500 envelopes. Shipping weight, 6 pounds..... **\$2.20**

Typewriter cabinet containing 100 sheets of the well known Hammermill paper, size 7x10½ inches, and 72 envelopes to match, size 7½x4 inches. Put up in a cabinet which makes it very convenient and economical for desk or table. Can be refilled when empty. Shipping weight, 3 pounds.

3K24413—Typewriter Cabinet..... **\$1.79**

EQUIPMENT & ARMS

Everyday Items, Detective Gear, Camping Equipment, Observation, Communication, Melee Weapons, Handguns, Rifles, Shotguns, Submachine Guns, Machine Guns, Ammo and Accessories

Some type of equipment is necessary to almost any investigation, and defending oneself is often a top priority. The following section discusses commonly available equipment, and provides a description of different weapons, including an intensive look at firearms.

Everyday Items

There are a number of everyday objects most investigators will, or should, carry. Aside from obvious functions, many can serve other purposes as well.

Although wristwatches are becoming more popular, a large pocket watch can also be used as a sundial, orienting a lost investigator. Watches, like any personal jewelry, can in a pinch be used as bribes. As for other valuables, investing in a secure money belt is not a bad idea. Small pocket mirrors, the kind kept in ladies' handbags, are useful when checking for signs of life in a corpse, flashing emergency signals out of doors, or spying around corners.

Keep a small note pad and pencil on hand. A multiple-blade jackknife is also recommended; models with dozens of different blades and tools are available. A short tape measure comes in handy, along with a piece of chalk for marking. A magnifying glass is always useful, and small, folding telescopes that fit in a breast pocket are handy out-of-doors. A waterproof box of matches is always a safe bet.

HEAVIER EQUIPMENT

Many investigators keep a standard list of heavy equipment stored in the trunk of their automobile, ready for emergencies. Normal inventories consist of shovels and picks, bolt-cutters, crowbars, toolbox with nippers and hacksaw, first aid kit, and rope. Travel guides, maps, and perhaps a local field guide are also recommended. A couple of long-burning flares can be of use in emergencies.

Detective Gear

A pair of handcuffs may come in handy, and a set of locksmith's tools might also be of use. Prices for the latter range from \$15 for an apprentice kit, to \$45 for a set of precision tools in a leather case. Amateur fingerprint kits with brushes, two kinds of powder, and instruction book cost as little as \$5.

Camping Equipment

Spurred by private auto ownership, camping is currently a popular vacation alternative. A wide selection of equipment is readily available.

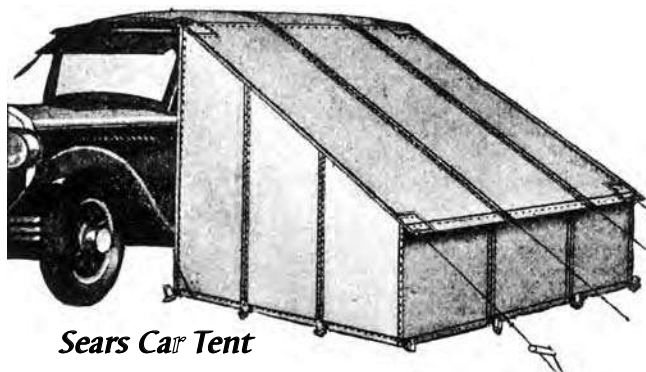
Canvas tents range in price from \$5.95 to nearly \$50, ranging in size from 7' x 7' up to 16' x 24'. One model, selling for \$14.95, attaches to the side of a parked automobile. Gas-powered camp stoves cost \$4-\$10, aluminum cook kits for four under \$5. Vacuum bottles to keep drinks cold or hot cost \$1.09. Sleeping bags are not yet popular, but there are a wide variety of folding camp beds for \$5-\$10, mattresses costing an additional \$4-\$8. Folding cots run less than \$3, and folding camp chairs and stools of canvas and wood less than a \$1. A simple waterproof bedroll with camp blanket costs \$4-\$10. A folding bathtub can be had for \$7.98. Sheath knives cost \$1.79 to \$2.48. A compass costs anywhere from 55 cents to \$2.45 for the jeweled model. A pedometer, to keep track of distances hiked, costs \$1.98.

ARTIFICIAL ILLUMINATION

Whether camping or exploring caves, artificial light is essential. A variety of types are currently available.

CARBIDE LAMPS: These are the type used by miners and other professionals. They come in a wide variety of styles including lantern, bulls-eye lantern, flashlight, and mounted atop headgear. They generate a brilliant white light by burning acetylene gas produced by chemical cartridges. Carbide lights are the brightest of all and burn from 2-4 hours on a small cartridge, far longer on a large, belt-hung cartridge. If dropped, they are usually extinguished but easily relit, even if submerged in water. There is some danger from the open flame. Price: A small reflector lantern costs 89 cents, the better model with self-igniting apparatus, \$1.55. A large lantern that throws a beam for 300 feet costs \$2.59. The long-distance "Hunter's" model, with cap and belt-hung cartridge, costs \$5.95. Two-pound carbide cans cost 27 cents, ten-pound containers \$1.25.

ELECTRIC TORCHES: These lights are powered by electric dry cells and come in a variety of styles. Their light is weaker than gas-powered lanterns, and usually thrown in



a beam. A fresh set of batteries keeps these devices burning for 2-4 hours, although the light tends to grow dimmer as the batteries expend themselves. If dropped, there is a 75% chance that the filament in the bulb breaks. If a spare is handy, replacement takes only a couple minutes. If dropped in water the flashlight must be taken apart, cleaned, dried, and reassembled, taking 5-10 minutes. A single cell flashlight costs \$1.35; a double cell model \$2.25. These units weigh five and eight pounds, respectively. Extra batteries are 30 cents each, and bulbs 21 cents.

FLARES: Coming in disposable cardboard tubes, flares are ignited by twisting off their caps. Held aloft they throw a reasonably bright light and are of particular use when illuminating large chambers. Some come with spikes for mounting in the ground. Often used as emergency devices, they are available in a variety of colors. Price is 27 cents apiece.



x8 Prism Field Glasses

GAS LANTERNS: Manufactured by such companies as Coleman, Inc., these lanterns burn white gasoline, pressurized by a hand pump. They produce a brilliant, white light, larger units holding as much as a quart of gasoline and burning for 8-12 hours between refills—although they occasionally have to be pumped to maintain pressure. Although safer than kerosene lamps, gas lanterns are still quite fragile. Dropping one almost certainly means breaking either the mantles (wicks) and/or the surrounding globe. If dropped in water, the lantern is useless until disassembled, dried, and cleaned—a process taking at least a few hours. \$5.48 with separate pump, \$6.59 with built-in pump. Mantles cost 35 cents per half-dozen; extra mica globes 63 cents each.

KEROSENE LANTERNS: These lamps have been around for years. They throw a soft yellow light in all directions and burn from 4-8 hours on a single filling. Risky devices, they may explode if dropped or turned upside down. If submerged they must be disassembled, cleaned and dried, both wick and fuel replaced. Price is as cheap as \$1.39.

CLIMBING GEAR

Rope is available in hemp or cotton. Hemp is the superior performer—resistant to fraying, and nearly weatherproof, but exceedingly heavy and cumbersome to haul about. A 100-foot coil is about all that a person can comfortably carry. Cotton is much lighter, and more flexible, but more prone to failure, and possible disaster.

Mountaineering has been popular since the middle of the last century but available equipment is limited to crampons (spikes fastened to boots), pitons (ice spikes), pickels

(ice axes), and grappling hooks. Professionally made climbing shoes are unheard of. Most climbers make their own, driving nails through the soles of stout leather boots.

Professional linemen's equipment is available: climber's strap, \$1.59; climbing spikes (attached to shoes), \$1.98.

WINTER GEAR

Snowshoes are \$5.98 a pair. Skis cost \$2.39 to \$5.48 and bindings \$1.98 a pair; poles go for 79 cents each. Ice skates cost \$3.89 to \$8.95 a pair.

Observation

In the field, long-distance lenses are useful. Small folding telescopes are good, but binoculars, with their wider field of range, are superior.

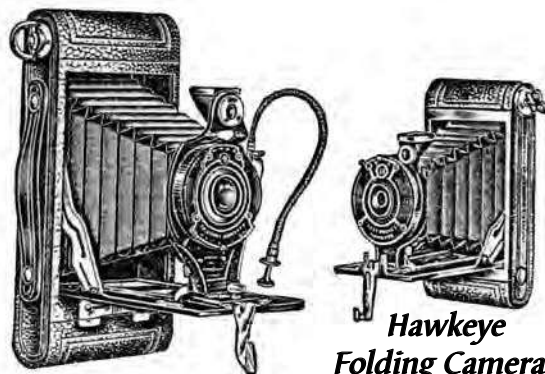
An achromatic telescope with x10 magnification and 30 yard width of field at 1000 yards costs \$3.45. For x20 power, with 22 yard width of field, \$5.95. At five and eight inches (closed) either slips easily into a coat pocket.

Opera glasses x2 power or less cost \$3-\$4. Field glasses with powers of x3 to x6 and width of fields from 40 to 75 yards (at 1000 yards) typically cost from \$6-\$13. An imported, high-quality pair of prism binoculars provide magnification of x8 and a superior width of field of 115 yards at 1000 yards. They cost \$28.50.

PHOTOGRAPHY

Cheap snapshot cameras are available from a number of manufacturers but the field is clearly dominated by the Eastman Kodak Company. Kodak Brownies are available in four models priced from \$2.29 to \$4.49, producing prints sized between 2 1/4 x 3 1/4 inches and 2 7/8 x 4 7/8 inches. Better cameras, with folding bellows, come in three different series ranging in price from \$4.25 for a vest-pocket model to as much as \$28.00 for the top of the line.

All snapshot film is black & white. Flashbulbs are not yet available and shooting indoors usually requires special lighting or flash powder, and Photography skill rolls. Light meters, tripods, lenses, and various filters are also available. Carrying cases of imitation leather cost anywhere from \$1.80 to \$2.25. Film costs 21 to 50 cents a roll, most with six exposures. Developing runs 9 cents a picture, 5 cents a print. Investigators wishing to do their own developing find a wide range of equipment available.



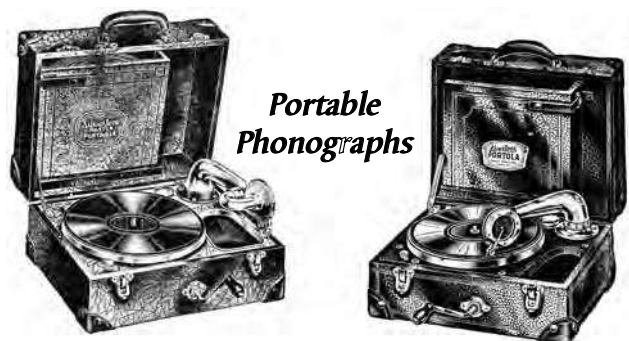
*Hawkeye
Folding Cameras*

MOVIES

Amateur movie equipment has been around for some time but only in standard 35mm size; it is cumbersome and high-priced. Kodak has recently introduced a new 16mm size. Cameras light enough to be held by hand are priced at \$90. The projector is \$70. Film costs \$5.40 for a 100-foot roll including processing, which must be done by Kodak through the mail. Pathé of France has recently introduced a 9 1/2mm home movie film system.

AUDIO RECORDING

Recording tape has not yet been invented. Records are made by recording direct to a master disc. These are played by



phonographs. Portable phonographs are as cheap as \$14.95.

The only portable recording machines available are dictating machines like those made by Dictaphone, Inc. The recording medium is a wax cylinder, rotated by a hand-cranked spring mechanism similar to a record player. The operator speaks into a horn, the signal recorded onto the cylinder. Playback is handled in a similar manner. Cylinders can be reused. A special device shaves them smooth, erasing past recordings and leaving a fresh surface for the next recording. A typical dictaphone costs \$39.95.

Magnetic recording is in its infancy. Recording directly onto a spooled wire, the system is expensive. One interesting model, the Telegraphone (invented 1910), is attached to a telephone where it automatically records conversations. Wire recorders are powered by large batteries recharged off house current. A wire recorder costs \$129.95, \$149.95 for the Telegraphone.

Communication

Two-way radios are far too delicate and heavy for most field work, even if the problem of power supply could be overcome. Field telephones, connected by cables, and driven by either batteries or a hand-cranked generator, are the best system available. Cable is stored on a reel, ready to be quickly deployed as needed.

Radio receivers can be taken to the field. Most are powered by large rechargeable batteries, good for up to six hours.

MISCELLANEOUS

Bear trap, \$11.43; padded leather football helmet, \$3.65; canvas athletic shoes with crepe soles, \$1.98; wheelchair, \$27.30

to \$33.30; 3-foot high floor safe (950 lbs.), \$62.50; electric space heater, \$1.98 to \$2.98; desk phone, \$14.95; telegraph key, \$2.48 to \$4.85; radio receiver, \$54.95 to \$115.00; battery eliminator for radio, \$56.95; pocket microscope, \$1.98; x250 desk microscope, \$11.98; wet sponge respirator, \$1.95; steno pads, 12 for 45 cents; tank-type sprayer, \$4.85.

Melee Weapons

Despite all precautions self-defense is sooner or later necessary. A brief overview of hand-to-hand weapons is followed by an extensive article on firearms.

Archery

Of tall, single-curve design, modern bows are little changed from the ancestral English long bow (composite bows and recurves do not appear until the mid to late 1930s). Although awkward and impossible to conceal, they do have the advantage of silence. Damage given assumes a broad-head hunting arrow; blunter target arrows do only 1D3 points. Either is capable of impaling.

The base range shown is for a bow with a 50-lb. pull, a typical hunting weight, and the kind an investigator might discover in an abandoned cabin. Note that the "weight" of the bow affects both the base range and damage. Base range is figured at one yard per two pounds of pull. Note that, like firearms, point-blank range rules apply.

It requires strength to pull a bow. Multiply a character's STR x5 to determine the maximum (and proper) weight that character can pull. The weight of the bow can also affect the amount of damage, assuming the character is strong enough to pull it to its limit. Bows of 65 lbs. or greater do 1D8+1D4 points of damage; above 85 lbs., 1D8+1D6 points. Juvenile bows of less than 35 lbs. do half the rolled damage. Note that no matter how strong a character might be, he can do no more damage than that particularly weight bow allows.

Archery skill may be used for any bows but crossbows.

60 lb. Long Bow: 10%, 1D8+1 plus impale; base range 30 yards. An archer equipped with a quiver of arrows can fire once per round. The maximum effective range is the weight of the bow x4 yards; damage beyond that distance is halved.

CROSSBOWS

Uncommon in the 1920s, a few are built by custom craftsmen in the U.S. and Europe. Others will simply be relics or antiques pulled down from their customary spot over the fireplace. Nearly silent, they are slow to fire. Reloading a light crossbow requires the user to place his foot in a stirrup and cock the weapon by pulling the string back with both hands; normal rate of fire is 1/2. A heavy crossbow is usually cocked by means of a hand-cranked winch; rate of fire is 1/4.

Light Crossbow: Rifle skill, 1D6+2; base range 60 yards.

Heavy Crossbow: Rifle skill, 1D8+2; base range 90 yards.

1920s Sample Gear & Prices

Clothing

MEN'S CLOTHING

Lace Bottom Breeches	\$4.95
Seal Skin Fur Cap	\$16.95
Wool Golf Cap	\$1.95
Felt Fedora	\$8.95
Chesterfield Overcoat	\$19.95
Dog Fur Overcoat	\$37.50
Broadcloth Dress Shirt	\$1.95
Leather Work Shoes	\$4.95
Oxford Dress Shoes	\$6.95
Cassimere Dress Suit	\$18.50
Corduroy Norfolk Suit	\$9.95
Cotton Union Suit	\$1.50
Tailored Silk Dress Suit	\$75.00+
Worsted Wool Dress Suit	\$29.50
Shaker Sweater	\$7.69
Bat Wing Bow Tie	55¢
Silk Four-In-Hand Tie	\$3.69

WOMEN'S CLOTHING

Satin Charmeuse	\$10.95
Brown Fox Fur Coat	\$198.00
Velour Coat with Fur Trim	\$39.75
Dress Hair Comb	77¢
Rayon Elastic Corset	\$4.95
Chic Designer Dress	\$90.00+
French Repp Dress	\$10.95
Silk Crepe Frock	\$16.50
Capeskin Gloves (pair)	\$2.75
Silk Handbag	\$4.98
Satin Turban-Style Hat	\$3.69
Snug Velour Hat	\$4.44
Silk Hose (3 pairs)	\$2.25
Cotton Crepe Negligee	\$6.98
Spike Heeled Parisian Shoes	\$4.45
Embroidered Costume Slip	\$1.98
Leather One-Strap Slippers	\$3.69
Worsted Wool Sweater	\$9.48

Communication

TELEGRAM

for 12 words	25¢
per additional word	2¢
international, per word	\$1.25

POSTAGE

to 1 ounce	3¢
to 2 ounces	5¢
each additional 2 ounces	2¢

Console Radio Receiver	\$49.95
Desk Phone (bridging type)	\$15.75
Newspaper	5¢
Telegraph Outfit	\$4.25

Entertainment

CONCERT HALL OR BALLET TICKETS

Box	\$10.00
Public Seating	\$4.00

MOVIE TICKETS

Nicklodeon	5¢
Professional Baseball Ticket	\$1.00
Seated	15¢

SPEAKEASY PRICES

Whiskey (glass)	25¢
Beer (glass)	20¢
Cocktail	25¢
Rotgut Gin (shot)	10¢
Wine (glass)	75¢

MUSICAL INSTRUMENTS

5-String Banjo	\$9.95
Grenadilla Clarinet	\$16.45
Snare Drum	\$23.45
Birchwood Guitar	\$4.95
Tremolo Harmonica	\$2.19
Brass Saxophone	\$63.45
Stradavarius-model Violin	\$24.95

MISCELLANEOUS ENTERTAINMENT

Box Camera	\$2.29
Film, 24 exposures	38¢
Cabinet Phonograph	\$45.00
Developer Kit	\$4.95
Folding Pocket Camera	\$16.15
Film, 6 exposures	50¢
Movie Camera	\$89.00
Movie Projector	\$54.00
Phonograph Records	39¢

Lodging and Dining

HOTELS (PER NIGHT)

Fleabag Hotel	75¢
Average Hotel	\$4.50
per week (with service)	\$24.00
Good Hotel	\$9.00
Apartment (rent per week)	\$10.00
Flat (rent per week)	\$12.50
House (rent per year)	\$1000.00

MEALS

Breakfast	45¢
Lunck	65¢
Dinner	\$1.00

Medical Equipment

Alcohol (half gallon)	20¢
Atomizer	\$1.39
Bed Pan	\$2.48
Forceps	\$3.59
Clinical Thermometer	\$1.39
Gauze Bandages (ten yards)	39¢
Hard Rubber Syringe	29¢
Hypodermic Syringes	\$12.50
Medical Case	\$10.45
Metal Crutches	\$1.69
Scalpel Set	\$1.39
Wheel Chair	\$33.30

Outdoor & Travel Gear

CAMPING EQUIPMENT

Binoculars	\$28.00
Brass Compass	92¢
Camp Stove	\$5.85
Carbide Lamp	\$2.59
Cooking Kit	\$8.48
Folding Bathhtub	\$6.45
Folding Camp Bed	\$5.95
Gasoline Lantern	\$6.59
Hand Axe	\$1.59
Hemp Twine (2 rolls)	27¢
Jewelled Compass	\$2.45
Pocket Knife	\$1.98
Searchlight	\$5.95
Skunk Scent Remover	49¢
Waterproof Blanket	\$1.79

FISHING EQUIPMENT

100 Assorted Hooks	21¢
Fishing Rod	\$8.98
Fishing Tackle	\$16.00

LUGGAGE

Handle Bag (8 lbs.)	\$7.45
Suitcase (15 lbs.)	\$9.95
Steamer Trunk (55 lbs.)	\$13.95
Wardrobe (95 lbs.)	\$41.95

TENTS

7' x 7' Tent	\$11.25
12' x 16' Tent	\$24.85
16' x 24' Tent	\$55.45
24' x 36' Tarpaulin	\$39.35

TRAPPING EQUIPMENT

Coil Spring Animal Trap	\$5.98
Holdfast Jaws Trap	48¢
Hunting Knife	\$2.65
Small Live Animal Trap	\$2.48

WATER CONTAINERS

Canteen (1 quart)	\$1.69
Insulated Tank (5 gallons)	\$3.98
Icy-Hot Vacuum Bottle (1 quart)	\$2.48
Water Bag (1 gallon)	89¢

Tools

Tool Outfit (20 tools)	\$12.90
10' Steel Tape Measure	90¢
25' Ladder	\$3.20
Band Saw	\$18.75
Crowbar	\$2.25
Gasoline Blowtorch	\$4.45
Grass Scythe	95¢
Hand Drill (plus bits)	\$5.98
Hand Saw	\$2.80
Large Steel Pulley	\$1.75
Light Chain (per foot)	65¢
Padlock	95¢
Rope (50 foot)	\$8.60
Shovel	79¢
Watchmaker's Tool Kit	\$14.38
Wheelbarrow	\$4.15

Transportation

MOTOR VEHICLES

See p. 85 for American autos and p. 86 for imported autos.

Auto Battery	\$8.35
Auto Luggage Carrier	\$1.25
Radiator	\$8.69
Replacement Headlamp	\$3.95
Socket Wrench Set	\$6.95
Tire (with rim)	\$10.95

AIR TRAVEL

Av. Ticket Price (per 10 miles)	\$2.00
International (per 100 miles)	\$18.00
Surplus Trainer Biplane	\$300.00
Travelair 2000 Biplane	\$3000.00

TRAIN FARES

50 miles	\$2.00
100 miles	\$3.00
500 miles	\$6.00

SEA VOYAGE (U.S. / ENGLAND)

First Class (one way)	\$120.00
First Class (round trip)	\$200.00
Steerage	\$35.00
4-Man Hot Air Balloon	\$1800.00+
Bus Fare	5¢
Streetcar Fare	10¢

Ammunition & Weapons

FIREARM AMMUNITION

For firearm prices, see the Weapons Tables on pages 100-110.

.22 Long Rifle (box of 100)	48¢
.22 Hollow Point (box of 100)	53¢
.25 Rim Fire (box of 100)	\$1.08
.30-06 Gov't (box of 100)	\$7.63
.32 Special (box of 100)	\$5.26
.32-20 Repeater (box of 100)	\$2.56
.38 Short Round (box of 100)	\$2.07
.38-55 Repeater (box of 100)	\$5.58
.44 Hi-Power (box of 100)	\$4.49
.45 Automatic (box of 100)	\$8.60

Axe	\$1.75
Bayonet	\$3.75
Billy Club	85¢
Brass Knuckles	\$1.00
Dagger	\$2.50
Rapier	\$12.50
Straight Razor	35¢

Miscellaneous

10 Volume Encyclopedia	\$49.00
250-Power Microscope	\$11.98
Cigarettes (per pack)	10¢
Complete Diving Suit	\$1200.00
Handcuffs	\$2.00
Maginifying Glass	\$1.80
Remington Typewriter	\$40.00
Writing Tablet	20¢
Wrist Watch	\$5.95

Clubs

Clubs are generally divided into two categories, small and large, depending on whether they are wielded with one hand or two. A club can be anything from a specifically designed police night stick, to a length of wooden 2 x 4, to a piece of pipe, to a baseball bat, to a shotgun or rifle. Clubs take advantage of character damage bonuses, and two-handed clubs can be used to Block.

Clubs are particularly effective at knocking victims unconscious. If taken from behind, by surprise, a victim is stunned for 1D6 rounds if struck behind the head. A fumble might indicate an accidental serious injury, or even death.

There are skills for Small and Large Clubs, as well as for any particularly odd weapons, such as Black Jacks.

Black Jack: 40%, 1D4+db.

Large Club: Two-Handed: 25%, 1D8+db.

Small Club: One-handed: 25%, 1D6+db.

THE M-12 BILLY

The M-12 Billy is a dual-function weapon. Aside from being used as a nightstick, the M-12 can also be loaded with a flare round (Handgun skill, 1D10+1D3 burn, Base Range 10 yards), 10-gauge shotgun round (see Firearms), or the M-12 tear gas cartridge.

M-12 "Billy": Small Club Skill, 1D6+db.

Knives

Knife fighting is a single skill applied to a wide variety of weapons. Knives come in many types, some designed specifically for combat; common types are listed below. All are capable of impaling, and because of the twisting, cutting methods of knife fighting, character damage bonuses also apply. Knives are too small for effective use in parrying.

Only specifically designed knives can be thrown effectively, and doing so requires a Throw skill with a base chance of 10%.

Bowie Knife: 25%, 1D6+2+db plus impale.

Commando Knife: 25%, 1D4+2+db plus impale.

Hunting Knife: 25%, 1D6+db plus impale.

Pocketknife: 25%, 1D3+db plus impale.

Switchblade: 25%, 1D4+db plus impale.

Throwing Knife: 25%, 1D4+1+db plus impale; base range is STRx1 yards, maximum range STRx3 yards. A throwing knife can also be used as a hand-held knife.

Trench Knife: 25%, 1D6+1+db plus impale. From the Great War, this formidable fighting knife features a hilt with brass knuckles that inflicts an additional 2 points of damage with every successful Fist/Punch attack.

Maritime Weapons

Seagoing tools and equipment often serve double duty as weapons. Listed below are a few common ship items.

Batten: Small Club skill, 1D6+db. A short, turned piece of wood, used to secure lines and hatches.

Boat Hook: Club or Spear skill, 1D8+db. A pole six to twelve feet long, with a pointed tip and hook.

Gaff: 25% (Hook Skill), 1D4 plus impale. A short iron hook on a wooden handle.

Marlinespike: Knife skill, 1D3+db plus impale. A short iron spike with handle, used for splicing lines.

Paddle/Oar: Small Club skill, 1D6+db.

SEAGOING FIREARMS

Flare Gun: Handgun skill, 1D10+2, plus may ignite flammable materials; base range 10 yards. A single-shot weapon, the most common model is the 1915 Remington. In addition to the normal flare round (misfire 96-00), it can also be loaded with a 10-gauge shotgun shell (see below for shotgun shells).

Line-Throwing Gun: Rifle skill, 1D8 plus impale; base range 30 yards, double the range if no line is attached.

Lyle Gun: 20% (Light Artillery skill), 3D6 plus impale; base range 100 yards, double if no line attached.


Sven Foyen Harpoon Gun: 20% (Light Artillery skill), 3D8 plus impale; base range 40 yards, doubled if no line attached. A heavy, deck-mounted weapon, this small cannon is used in the whaling industry. A 220 grain charge fires a harpoon weighing over 100 pounds, carrying a heavy line.

In addition to damage done by the harpoon, an explosive charge goes off three seconds after impact, causing 3D10 damage, followed by four hinged, 12-inch barbs that spring out for another 4D6 points of damage.

Spears and Lances

Spears (or javelins) are usually lighter weapons, intended to be thrown or used in hand-to-hand combat. Lances are heavier, often intended to be used from horseback. Although lances make a formidable weapon on foot they are generally too heavy to throw. Any Spear may be used

ADVERTISEMENT



Fulton Razor Blade Single Bit Michigan Pattern Axes

Crucible steel inserted bit, hand honed and razor sharp. Toughened eye keeps ax from breaking. Special wedge holds head always tight. Head is rustless black ivory finished. Hardened point. Hand shaved oval clear waxed second growth hickory handle. State weight of head.

99K566	—Weight of head, pounds.....	3½	4
	Shipping weight, pounds.....	5	6
	Each	\$1.75	\$1.85

Fulton Special Full Polished Axes

Same as above, except bright full polished head and with octagon handle. Others often ask \$3.00 and \$3.25 for equal quality. State weight of head.

99K567	—Weight of head, pounds.....	3½	4
	Shipping weight, pounds.....	5	6
	Each	\$2.00	\$2.10

\$1.75 Crucible Steel, Razor Sharp

8½-Lb. Head

Sells Up to \$2.75 Elsewhere

with the Spear skill. All spears and lances can impale. In hand-to-hand combat they take advantage of damage bonuses and can be used to Parry as well (a separate skill with a base chance of 15%).

Damages shown are for the “average” weapon and could be increased to as much as 1D10+1 for a broad-headed African ashanti, or reduced to 1D4 for a sharpened and fire-hardened stick. Damage bonuses only apply if the spear is used in hand to hand combat, not when thrown. Note that when used from charging horseback, or planted firmly against a charging opponent, a spear or lance does an additional 1D6 points of damage (although damage bonuses do not apply). Successfully using a lance from horseback may require a Ride skill as well as Lance.

Spear or Lance: 15%, 1D8+1+db.

Thrown Spear: Throw Skill, 1D8+1; base range as per the Throw skill. Note that many primitives use spear-throwers made of wood, bone, or antler. These devices double the range of the weapon, but using one requires a separate skill distinct from normal Throw; base chance with a spear-thrower is 10%.

Swords

Although modern firearms have made swordsmanship almost obsolete, many investigators may still have trained with these weapons, either for sport or in the military. Note that sword fighting requires two separate skills, one for Attack, and a separate one for Parry. Both begin at the same percentage, but increase independently of each other.

Swords fall into two broad categories: light, thrusting weapons like foils and rapiers; and heavy, cutting, slashing weapons like sabres, cutlasses, broadswords, and scimitars. Piercing weapons can impale, but do not take advantage of character damage bonuses. Difficult to use effectively, base chance to hit or parry is 10%. The Piercing Sword skill may be used for any weapon of that class. Conversely, most slashing swords do not impale, but do take advantage of a character’s damage bonus. Simpler in concept, these swords have base chances of 25% to either hit or parry. Skill in each slashing sword must be learned separately.

PIERCING SWORDS

Fencing Foil: 10%, 1D6+1 plus impale. This assumes the tip is unguarded and sharpened. Note that foils are incapable of piercing any opponent with armor of two points or more, the thin blade merely bending instead. Foils are designed for sport and do not make particularly effective weapons.

Rapier/Heavy Epee: 10%, 1D6+1 plus impale. A heavy piercing sword with a blade triangular in cross-section. These swords are designed as weapons and dangerous in skilled hands.

Sword Cane: 10%, 1D6 plus impale. A thrusting sword designed to fit inside an otherwise innocent looking walking stick. Intended for personal protection on the streets, it’s balance is inherently bad, reducing its potential damage.

Weapons of Convenience

Sundry objects that, although not intended as weapons, serve the purpose when nothing else is at hand.

AXES

These weapons benefit from damage bonuses. The Axe skill may be used for any of them with a base chance of 20%. Either can be thrown via the Throw skill.

Wood Axe: Axe skill, 1D8+2+db.

Hatchet or Hand Axe: Club skill, 1D6+1+db.

FROM THE TOOLBOX

Chisel: Knife skill, 1D2+db plus impale.

Crowbar: Small Club skill, 1D4+1.

Cutting Torch: Knife skill, 40%, 1D6 burn.

File/Rasp: Knife skill, 1D3+db plus impale.

Hammer: Small Club skill, 1D4+1+db.

Hoe: Small Club skill, 1D2+db.

Pickaxe: Large Club skill, 1D6+1+db plus impale.

Pipe Wrench: Small Club skill, 1D6+db.

Pitchfork: Spear skill, 1D8+db plus impale.

Rake: Small Club skill, 1D2+db.

Screwdriver: Knife skill, 1D2+db plus impale.

Scythe: Large Club skill, 1D8+1+db.

Shovel: Small Club skill, 1D3+db.

Sickle: Large Club skill, 1D6+1+db.

Sledge Hammer, Two-Handed: Large Club skill, 1D8+2+db.

Trowel: Knife skill, 1D3+db plus impale.

AROUND THE HOUSE

Bookcase, Toppled: variable, 1D6.

Cast Iron Skillet: Small Club skill, 1D3+db.

Chair/Bar Stool: Small Club skill, 1D6+db.

China Plate: Small Club or Throw skill, 1D2.

Cooking Fork: Knife skill, 1D3+db plus impale.

Fireplace Poker: Small Club skill, 1D6+db.

Flatiron: Small Club skill, 1D3+1+db.

Glass Bottle, Unbroken: Small Club skill, 1D3.

Glass Bottle, Broken: Knife skill, 1D4 plus impale.

Ice Pick: Knife skill, 1D2+db plus impale.

Knife, Butcher: Knife skill, 1D6+db plus impale.

Knife, Paring: Knife skill, 1D3+db plus impale.

Knife, Steak: Knife skill, 1D2+db plus impale.

Letter Opener: Knife skill, 1D2+db plus impale.

Live Wire, 110 Volts: touch, 1D8 plus stun.

Live Wire, 220 Volts: touch, 2D8 plus stun.

Meat Cleaver: Small Club skill, 1D4+1+db.

Meat Hook: 25% (Hook skill), 1D3 plus impale.

Meat Tenderizer: Small Club skill, 1D3+db.

Mirror: Small Club skill, 1D3+1D6 from cuts.

Scissors: Knife skill, 1D3+db plus impale.

Stairs, Knock Down: variable, 1D6+1D4 per flight.

Straight Razor: Knife skill, 1D3 plus impale.

MISCELLANEOUS

Brick: Small Club or Fist/Punch skill, 1D4+1+db.

Burning Torch/Flare: Small Club skill, 1D4+db+1D3 burn.

Chain: 20% (Chain skill), 1D4+1+db.

Rock, Thrown: Throw skill, 1D4.

SLASHING SWORDS

Cavalry Sabre: 25%, 1D8+1+db. A very heavy one-handed sword with a single-edged, slightly curved blade. Although no longer used by most militaries they are a standard accessory with many dress uniforms.

Machete: 25%, 1D8+db. A heavy-bladed weapon used in South America to hack paths through jungle. Technically a knife, the machete is used much the same way as a heavy sword.

Unusual Weapons

Although the following weapons are by no means common, investigators may possess them as heirlooms or antiques, or come across them in the course of their adventures.

Blowgun: 25%, 1 point of damage plus impale; base range 15 yards. A primitive weapon consisting of a hollow tube from which a small dart is fired by a puff of air. The dart is usually tipped with poison or a sedative drug. Typical blowguns are nearly ten feet in length although shorter versions are sometimes encountered, with commensurately reduced base ranges.

Bolos: 10%, 1D4 plus entangle; base range is STR x2 yards, maximum range STR x6 yards. Usually three heavy balls attached together with leather cords. Whirled above the head and thrown, a successful cast entangles the legs of a running target, bringing it to the ground. Bolos are used by the gauchos of the Argentine Pampas as well as others. A fumbled throw results in a painful injury.

Bull Whip: 5%, 1D3 or entangle, 10-foot range. A character attempting to use a whip to entangle must indicate what he wishes to hit: legs, arm, weapon, head and throat, etc. If successful, apply STR vs. STR struggle and Grapple rules. A miss indicates no damage.

Garrote: 15%, strangle. A deadly weapon of assassination, the garrote must be used from behind on an unsuspecting victim. If the attack is successful, apply Drowning rules.

Hunting or War Boomerang: 10%, 1D8; base range is STR x5 yards, maximum range is STR x10 yards. Figures assume the weapon is a hunting or war boomerang perhaps three feet long. Larger versions up to six feet long, used by aboriginal Australians, do as much as 1D10+2 points.



An Overview of Firearms

Although rarely in and of themselves the best solution to a problem, personal firearms are a favored form of self defense. A vast array of weapons are available; many are discussed nearby.

A NOTE ABOUT THESE RULES

This section expands considerably on firearms descriptions and rules found in various editions of *Call of Cthulhu*. Variations from the original rules are few, and mostly minor, requiring little adjustment by players and providing no threat to game balance. Although these rules are necessary to accurately describe the various types of firearms in use, they generally are not required for play. Keepers and players may elect to keep the simpler, original rules, retaining only the descriptions here to provide atmosphere and realism. Most rule changes amount to additions that highlight subtle differences. These additions can be adopted as wished, using some, ignoring others.

FIREARMS TABLES

Some of the more common firearms are described in detail; additional weapons are listed on the tables. Note that the lists and descriptions omit a number of the essential statistics including Damage, Attacks per Round, and Base Range. For numerous reasons these statistics must be derived from the Firearms Tables found at the end of the chapter (pp. 112-113). Although this method takes a little more time it allows for a more detailed description. Alternatively, players may elect to use a simpler approach, simply extrapolating their weapon's statistics from similar examples found in the *Call of Cthulhu* rules.

This method also allows players to derive reasonably accurate statistics for firearms not included on the lists: weapons found in old magazine ads or in reference books. A few essentials such as caliber and barrel length translated through the Firearms Tables should provide a fair representation of the weapon.

It is always the final decision of the keeper whether to use the expanded rules, the simpler original rules, or any combination of the two.

FIREARMS AND THE LAW

Handguns, rifles, and shotguns are sold over the counter in most parts of the U.S. without license or registration. Restrictions are few and such things as fully automatic weapons and sawed off shotguns are often perfectly legal.

During the 1920s the Federal Government did little to regulate firearms other than in 1927 to prohibit the shipping of handguns through the U.S. mail. Local communities, however, passed their own laws. Discharging a firearm within village or city limits without just cause is usually prohibited. Other restrictions vary widely. In the long established Eastern states, particularly along the coast, restrictions are greatest. Carrying a concealed firearm is generally a felony. Laws are generally more lax in rural areas where firearms conceivably serve a more useful purpose, parts of the rural Midwest and South generally more lenient than the East. In parts of the West, private citizens and corporations accumulate arsenals containing machine guns and other heavy weapons. In Texas, Oklahoma, Arizona, New Mexico, and other parts, carrying a holstered sidearm in public is not at all uncommon.

Concealed firearms are generally closely regulated. Most communities are willing to license certain individuals to carry concealed weapons: usually professionals (detective, body guard, etc.), or because the person routinely moves valuables (banker, jeweler, shopkeeper). If the applicant passes the check (usually requiring a clean record—no felonies), a small fee is paid and the permit issued. He is required to carry the permit whenever carrying the weapon. The ease of obtaining a concealed weapons permit depends on community standards.



Although their flight is curved, these boomerangs are not designed to return to the thrower.

Nunchuks: 5%, 1D4 (x2). Of Asian origin, nunchuks are basically a pair of clubs connected by a short chain. Difficult to use, a fumble always results in some minor injury.

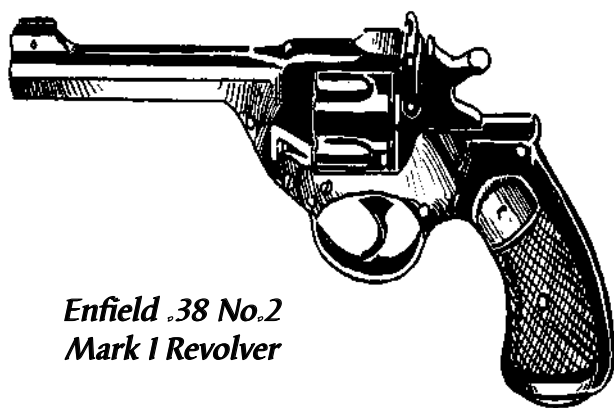
Quoit: 25%, 1D6+1; base range is STR x3 yards, maximum range is STR x5 yards. Flat metal rings used as weapons in India. The edges are sharpened in order to inflict maximum damage.

Throwing Stars: 20%, 1D2 plus impale; base range is STR x2 yards, maximum range is STR x4 yards. Of Asian origin, throwing stars are of flat metal, armed with a variety of points, barbs, and cutting edges. It is possible to tip them with poisons or drugs.

Handguns

Pistols are a favored weapon. Easily concealed, deadly at close range, and quickly disposed of when necessary, they are inexpensive and easy to obtain.

Although derringers and a few others are single-shot weapons, most handguns are revolvers or semiautomatics—the latter commonly called “automatics.” Although more delicate, and hence more prone to jams, semiautomatics usually make use of magazines that load directly into the grip, allowing for faster reloading than revolvers. Most revolvers must be opened up and spent cartridges manually ejected before fresh rounds are loaded one-by-one into the separate chambers. Also, semiautomatics are almost always equipped with one or more safeties, while revolvers, with one or two exceptions, almost invariably lack them.



*Enfield .38 No.2
Mark I Revolver*

Most short barreled semiautomatics can be carried in a shoulder holster hidden under a jacket or coat, but long-barrel guns or large frame weapons like .45's leave noticeable bulges. Shoving the gun into one's belt, front or back, is a reasonable alternative. Ankle holsters can be used for small pistols but are not always convenient.

SPECIAL AMMUNITION

Hollow point bullets—also called dum-dums—are designed for hunting, and especially suitable for pistols. The slug breaks up upon entering the target, causing +2 damage. Armored targets, however, take only half the rolled damage, the hollow-point disintegrating on impact. This ammunition is banned by the Geneva convention but still favored by hunters and law enforcement agencies.

Wadcutter ammo looks like a normal bullet with the tip cut off. The blunt end inflicts a bonus damage of +2 points. However, the design is ballistically unstable and base range is typically reduced by half.

OPTIONS

Some military handguns are designed to accept a detachable shoulder stock, converting the pistol to a “semi-carbine.” Base range is doubled but the shooter must use his Rifle skill.

Silencers, although available both commercially and home-made, are still rather primitive. They are ineffective on higher-powered firearms (with muzzle velocities exceeding 1100 feet per second) and do not work at all on revolvers, where noise escapes from around the rotating chamber anyway. The most likely candidate for a silencer is a semiautomatic pistol no larger than .45 caliber. Not as quiet as some might think, the sound of a “silenced” .45 fired in another room has been described as sounding like “someone slamming a dictionary down on a desktop.” Silencers reduce base range by half and cause barrels to foul quickly with unejected, burnt powder. They also wear out rather quickly, growing louder with each firing, most rendered useless after 25+1D10 shots.

Some Suggested Handguns

ASTRA M1921

Based on the Camp-Giro M1913-16 pistol, the M1921 is unique in that it can chamber and fire a number of different rounds including the 9mm Browning Long, 9mm Glisenti, 9mm Largo, and 9mm Parabellum, as well as the .38 Super Auto cartridge (the Glisentis and Parabellums occasionally jam on well-worn weapons). The Astra is the standard sidearm of the Spanish army from 1921 on.

A Model M version appears in the 1930s chambered for the .45 ACP and with a selector switch allowing the pistol to be fired as a full automatic. Severe recoil makes it almost impossible to control.

COLT .45 AUTOMATIC M1911

First adopted by the military in 1911 this popular handgun is available in two versions: the M1911, and the M1911A1, virtually identical except for the A1's grip safety, making it safer to carry. Millions of this pistol have been manufactured around the world, serving in numerous wars as well as the law enforcement and civilian sectors. Using the powerful .45 ACP round, this gun has excellent stopping power. It has a seven-round detachable box magazine that loads into the grip. It is extremely reliable even under adverse conditions.

A Selection of Handguns

Make/Model	Country	Year	Caliber	Action	Loading	Cap.	HP	Price
Astra M1921	Spain	1921	9mm Largo	semi	mag	8	8	\$30
Beretta M1915	Italy	1915	.32 ACP/9mm Glisenti	semi	mag	7	8	\$25/\$30
Beretta M1919 (M418)	Italy	1919	.25 ACP	semi	mag	8	6	\$20
Browning (FN) M1910	Belgium	1910	.32 ACP/.380 ACP	semi	mag	7	8	\$25/\$30
Campo-Giro M1913-16	Spain	1913	9mm Largo	semi	mag	8	8	\$30
Colt Single Action Army Revolver	USA	1872	many	rev-1	side	6	10	\$30
Colt M1877 "Lightning"	USA	1877	.38 Colt	rev	side	6	10	\$25
Colt M1877 "Thunderer"	USA	1877	.41 Colt	rev	side	6	10	\$28
Colt New Army and Navy Revolver	USA	1892	.38 Colt/.41 Colt	rev	swng	6	10	\$25/\$28
Colt New Service D.A. Revolver	USA	1898	.38 Colt	rev	swng	6	10	\$25
Colt Positive Police Revolver	USA	1905	.32 Colt Long/.38 S&W	rev	swng	6	10	\$15/\$25
Colt M1908 Hammerless	USA	1908	.25 ACP/.380 ACP	semi	mag	6/7	6	\$20/\$30
Colt M1911 Pistol	USA	1911	.45 ACP	semi	mag	7	8	\$40
Colt M1917 U.S. Army Revolver	USA	1917	.45 Colt/.45 ACP	rev	swng w/clip	6	10	\$30
CZ Model 24	Czech	1924	.380 ACP	semi	mag	8	8	\$30
CZ Model 27	Czech	1927	.32 ACP	semi	mag	8	8	\$25
Enfield .38 No. 2 Mark I	UK	1927	.38 Webley	rev	brek	6	10	\$30
Japanese Type 26 Revolver	Japan	1893	9mm Type 26	rev	brek	6	10	\$25
Japanese M1904 Nambu	Japan	1904	8mm M1904	semi	mag	8	8	\$25
Luger PO8 Pistol	Germany	1908	9mm Parabellum	semi	mag	8	8	\$30
Mannlicher M1905	Argentina	1905	7.65mm Mann.	semi	clip	8	8	\$25
Mauser "Broomhandle" M1912	Germany	1896	7.63mm Mauser/9mm	semi	clip	10	8	\$25/\$30
Mauser M1910	Germany	1910	.25 ACP/.32 ACP	semi	mag	9/8	8	\$20/\$25
Nagant M1895 Revolver	Russia	1895	7.62mm M95	rev	side	7	10	\$25
Remington Double Derringer (M95)	USA	1866	.41 rimfire	2-shot	brek	2	5	\$15
Savage M1907 Pocket Auto Pistol	USA	1907	.32 ACP	semi	mag	8	8	\$25
Savage M1917 Pistol	USA	1920	.32 ACP/.380 ACP	semi	mag	10/9	8	\$15/\$25
Smith & Wesson .38 D.A. 2nd Model	USA	1880	.38 S&W	rev	brek	5	10	\$25
Smith & Wesson M1917 Army Rev.	USA	1917	.45 Colt/.45 ACP	rev	swng w/clip	6	10	\$30
Smith & Wesson M1926 Military Rev.	USA	1926	.44 Special	rev	swng	6	10	\$30
Star M1919 Pocket Pistol	Spain	1919	.25 ACP	semi	mag	8	6	\$20
Star Model A	Spain	1924	9mm Largo	semi	mag	8	8	\$30
Walther Model 1	Germany	1908	.25 ACP	semi	mag	6	6	\$20
Walther Model PP	Germany	1929	.32 ACP	semi	mag	8	8	\$25
Webley Mark I	UK	1887	.455 Webley	rev	brek	6	10	\$30
Webley Mark II Police Model	UK	1897	.38 S&W	rev	brek	6	10	\$25
Webley-Fosbery Automatic Revolver	UK	1901	.38 Colt Auto/.455 Webley	semi	brek	8/6	10	\$50
Webley Automatic M1913	UK	1912	.455 Webley Auto	semi	mag	7	10	\$40

All firearms in this section are listed alphabetically by Make and Model, followed by the Country of manufacture, and the Year the firearm was first produced. Caliber, Action, Loading, Capacity, and Hit Points are all described below. Price is the approximate cost of a new firearm of that type. Note that damage, base range, rate of fire, reload and malfunction vary by gun type and ammo type. They are all listed on pp. 112-113.

CALIBER

Refers to the size (and type) of ammunition the gun is chambered for (for shotguns, see Gauge). The number is the diameter of the slug expressed in inches or millimeters. A second number, usually separated by a hyphen, identifies the specific design, sometimes indicating the powder load or even the year the cartridge was introduced. It is important to note that most firearms accept and fire only a single type of cartridge. For example, there are various 9mm cartridges but each is different and your firearm will accept only that particular cartridge for which it was designed. Some of the weapons on the firearms lists show more than one caliber. This only means that this particular firearm was manufactured in a number of different cal-

ibers, not that this weapon accepts all these calibers. Attempting to use an incorrect cartridge results in jams, failures, or even explosions.

An exception to the above rule are .22's. Many .22 caliber rifles and handguns are capable of firing all three common cartridges: shorts, longs, and long rifles.

GAUGE

The measure of shotguns (in England: *bore*). Shotguns were originally measured by the number of lead balls (the diameter of the barrel) required to equal a pound in weight. Hence, the smaller the gauge number, the larger and more powerful the weapon.

ACTION

The type of cocking mechanism: lever action, revolver, semi-automatic, etc. Note that some actions are faster than others though slower, simpler designs are often more reliable.

AUTOMATIC (AUTO): Means "fully automatic." By simply depressing the trigger and holding it down, the firearm continuously fires until the trigger is released, or the magazine emp-

tied. Note that many rifles and shotguns, and particularly hand guns, are called “automatic” when in fact they are actually semiautomatics (see below). With a few exceptions, most fully automatic weapons of this era are either machine guns or sub machine guns.

BOLT ACTION (BOLT): Usually found on rifles and some shotguns. Simple and reliable, it requires a minimum amount of movement from the shooter.

DOUBLE BARREL (DOUB): A double barrel weapon, usually a shotgun. They function similar to single shot weapons.

LEVER ACTION (LEVR): Most often found on rifles, and again, a few shotguns. One of the earliest types, the mechanism requires a good deal of movement to cock.

PUMP ACTION (PUMP): Sometimes called slide action, this was the first improvement over earlier, lever action designs and commonly found on rifles and shotguns. Fresh rounds are chambered by sliding a grip that runs along the underside of the barrel.

REVOLVING ACTION (REV): A common handgun design, a revolving cylinder holds as many as six cartridges or more, rotating to bring fresh cartridges into firing position. Revolvers are of two designs: modern, double action (rev), and the older, single action (rev 1). The single action revolver is a slower, simpler design. Firing the weapon rotates the cylinder to a fresh round, but the weapon must then be manually cocked, usually by pulling the lever back with the thumb. With a double action revolver the weapon also cocks itself, allowing the shooter to fire as fast as he can pull the trigger. Trigger pull of a double action revolver is, predictably, a little harder.

SELECT (SEL): This indicates the firearm has a selector switch that allows the weapon to be operated in either semiautomatic or fully automatic mode.

SEMIAUTOMATIC (SEMI): Refers to a weapon that uses either mechanical action or gas pressure to eject spent cartridges, chamber fresh ones, and cock itself. A shot is fired with every squeeze of the trigger, and with less pull than required for double action revolvers. Almost all “automatic” pistols are actually semiautomatics.

SINGLE SHOT (SING): The simplest type of design, a single round is loaded into the weapon, then fired. The spent cartridge must be removed and a fresh round inserted before firing again. Note that most double barrel shotguns are essentially two single shot weapons mounted on a single stock.

LOADING

Different guns are loaded in different ways. Some methods are faster, others offer simplicity and reliability.

BELT (BELT): Used exclusively in automatic weapons, belts made of tough fabric or metal links are pre loaded with cartridges then fed into machine guns to provide long periods of sustained fire. Old belts deteriorate, often resulting in jams.

BREAK OPEN (BREK): Applies most often to revolvers and shotguns. Unlatched, the gun “breaks in half” on a hinge, the barrel(s) tilting down exposing the chamber(s). Empty shells

are removed and fresh cartridges loaded by hand. On some weapons spent casings are ejected automatically upon opening.

CLIP (CLIP): Also called “stripper clips” or “chargers.” These small metal clips are preloaded with cartridges and carried separate from the weapon. Note that these differ from “magazines” which are often erroneously called “clips” (see below). Clips are most often used in semiautomatic pistols and some rifles, providing a fast means of reloading a spent weapon. Although an integral part of a weapon’s design, a clip is not necessary to fire the weapon. Single cartridges can be loaded directly into the chamber and the weapon fired single shot style.

DRUM (DRUM): Essentially a large magazine (see below) holding an increased number of cartridges.

MAGAZINE (MAG): In this instance, the definition of magazine is a small metal box (often incorrectly called a “clip”) that is preloaded with ammunition then inserted into the weapon. Unlike clip weapons, magazine weapons usually incorporate an automatic safety that keeps the gun from firing when no magazine is in place. The result is that even with a round loaded directly into the chamber, the weapon will not fire unless a magazine has been installed. Like clips, extra magazines can be loaded ahead of time and carried separate from the weapon, allowing for fast reloading. Pistol magazines usually slide inside the handgrip.

Many rifles, shotguns, and other weapons also have “magazines,” but of a non detachable type. These are designated on the tables as “side loading.” Only those weapons denoted as magazine type (mag) benefit from the quick reloading advantage of a detachable magazine.

SIDE LOADING (SIDE): This is a slower method, requiring that cartridges be fed one at a time into a small opening. Although most rifles and shotguns using this method automatically eject spent casings, side loading revolvers require that spent casings be removed by hand.

STRIP (STRP): For machine guns. This method is sometimes used in place of belts. Smaller, and holding less rounds, strips are easier to feed into a machine gun and less prone to jams.

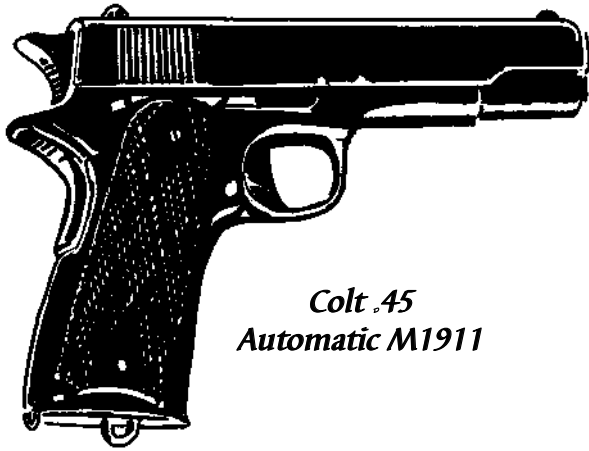
SWING OUT (SWNG): Found only on revolvers, this design allows the entire cylinder to swing out on a hinge. Spent casings can be quickly dumped out and empty chambers reloaded one at a time.

CAPACITY

The maximum number of cartridges a firearm normally holds. Note that revolvers for safety’s sake should be carried with an empty chamber under the firing pin, reducing the risk of accident, and reducing the capacity of the weapon by one. Although not a safe practice, most other actions (save single shot type weapons) allow for the insertion of an extra round into the chamber, increasing the listed capacity by one.

HIT POINTS

This is indicative of the ruggedness of the weapon. Hit points are usually only inflicted on a weapon when it is used as a club, or to block some powerful blow. If hit points are exceeded, the gun may be destroyed or simply rendered unusable until repairs are made, depending on the situation. ■



*Colt .45
Automatic M1911*

COLT DOUBLE ACTION REVOLVER M1877

Manufactured between 1877 and 1909 over 165,000 copies of this model were produced in two versions: the .38 Lightning and .41 Thunderer. Most feature checkered rosewood grips and a blued finish, though some are nickel plated. Barrel lengths range from 1.5 inches to 10 inches. Despite its popularity, its double-action system is overly complex and subject to malfunctions, sometimes deteriorating to the point where the weapon will only function as a single-action revolver.

COLT SINGLE ACTION ARMY REVOLVER M1873

Called "the Peacemaker" or the "Frontier Six-Shooter," the single-action Colt is an Old West classic. The classic caliber is a .45 but the weapon was also made in a wide variety ranging from .22 rimfire on up. The most common barrel lengths are the 4.75-inch Civilian and the 7.5-inch Cavalry models, but the famous "Buntline Special" featured a custom-made 12-inch barrel. In production until 1940, this sidearm is used extensively in the military, law enforcement, and civilian sectors.

MAUSER "BROOMHANDLE" PISTOL M1912

One of the most distinctive handguns ever produced, the semiautomatic "Broomhandle" takes its name from its narrow wooden grip. The Mauser first appeared in 1896 and has been constantly updated since. Manufactured in several different countries, it is available in a range of calibers including 9mm Parabellum and a Chinese version that accepts .45 ACP's. A Spanish version, the Astra M900, appears in 1928. Most models accept a shoulder stock.

The slender grip is too small to house a magazine which is instead mounted in front of the trigger guard. Clumsy to handle and expensive to manufacture, by the time of the World War the Broomhandle was relegated to secondary troops. In the 1920s they are used mostly by law enforcement personnel and security troops.

PO8 LUGER PISTOL

This famous 9mm semiautomatic was used by Germany in the World War. A replacement for the Broomhandle Mauser, it remains in service throughout this decade and into the next.

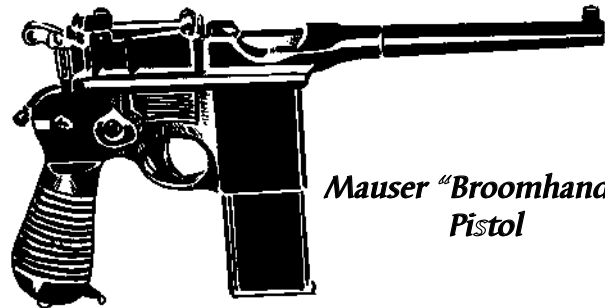
Comfortable to hold and use, the Luger's one drawback is its susceptibility to the dirt and grime of the battlefield.

Many variants are produced with barrel lengths from 4 to 12 inches. Longer-barrel versions mount a 32-round "snail" drum in place of the standard eight-round magazine. Many Lugers accept shoulder stocks as well.

REMINGTON DOUBLE DERRINGER M95

A classic double-barrel derringer design, over 150,000 were produced between 1866 and 1935. The M95 possesses a pair of round, over-and-under barrels, each firing a .41 rim-fire short round. Although the two barrels cannot be fired simultaneously, they are both easily discharged in the space of a single round. Rather inaccurate, base range is 3 yards.

The first derringer was designed around 1850 by Philadelphia gunsmith Henry Deringer, Jr. The design was copied by many manufacturers who were careful to respell the name to avoid trademark difficulties.



*Mauser "Broomhandle"
Pistol*

WEBLEY-FOSBERY AUTOMATIC REVOLVER

A unique weapon, the Webley uses the force of its recoil to rotate the chamber rather than trigger-pull, making it the only semiautomatic revolver on the market. Despite rejection by the British military, it is manufactured up until 1939 in both .38 and .455 calibers. The Webley-Fosbery is prone to jams unless kept clean but, unlike most revolvers, it features a safety.

Rifles

Rifles are generally more powerful weapons with increased stopping power and superior range. Calibers range from .22 to .45 and larger, shoulder stocks providing steadier aim. Many rifles are produced in "carbine" versions (originally intended for cavalry applications) that feature shorter barrels and smaller stocks. Base range is typically reduced to three-quarters normal, and magazine capacity is also often reduced.

Aside from simple single-shot models, rifles come in a wide variety of cocking and loading configurations. Lever-actions were first introduced in the mid-19th century. Pump-action (or slide-action) is a later variation that allows for steadier aim while cocking. Bolt-action is the choice of the

IVER JOHNSON

Matted Top Rib

Single Barrel Shotgun

\$12.35



Trap Style Automatic Ejector

This gun has all the Iver Johnson features of high class construction. The matted raised rib extends full length of the barrel, which prevents glare and increases shooting accuracy. The barrel and lug are forged in one piece, making the gun practically unbreakable. The stock is made of selected American walnut, full pistol grip, rubber capped, and finely checkered. Fore-end is large trap style, made to match the stock. Barrel is bored to shoot at extra long range and hold a close pattern. Weights, 6½ to 6¼ pounds.

THREE PIECE TAKE-DOWN. To take down the gun, remove fore-end, open breech by pushing the top lever to the right, and take off the barrel. No screws or bolts to bother with. This simple action eliminates many parts, and at the same time allows the end of the frame to be made solid. This not only gives an extra support for the joint pin, on which the shock of explosion is exerted, but it also prevents any tendency of the end of frame to spread under firing strain.

Catalog No.	Gauge	Length of Barrel	Shpg. Wt.	Each
6K65 ¼	12	30 inch	12 lbs.	\$12.35
6K66 ¼	12	32 inch	12 lbs.	12.35
6K67 ¼	16	30 inch	12 lbs.	12.35
6K68 ¼	20	28 inch	12 lbs.	12.35
6K69 ¼	410	26 inch	12 lbs.	12.35

COMPENSATING LOCKING BOLT—The Compensating Locking Bolt is an exclusive Iver Johnson feature, so constructed as to automatically take up wear, thus safeguarding the gun against shooting loose. Another point of excellence is our Adjusting Tension Bar at the rear end of the spiral main spring. This device permits of different adjustments of the spiral hammer spring.

SAFETY ACTION—When the hammer is in a cocked position, it engages the locking bolt, making it impossible to open or close the gun. Shipping weight, 12 pounds.

\$6.85

Eastern Arms
Single Barrel Shotgun With Automatic Ejector

Guaranteed, tested, single barrel takedown shotgun, with automatic ejector. Barrels, blued steel; full choke. Stock has pistol grip, walnut finish, and rubber butt plate. Large, firm grip fore-end with snap catch. Case-hardened action frame with treated coil spring and strong steel firing pin. Weight, 6 pounds. Shipping weight, 11 pounds.

6K72 ¼	12-gauge, 30-inch barrel	\$6.85
6K73 ¼	12-gauge, 32-inch barrel	6.85
6K74 ¼	16-gauge, 30-inch barrel	6.85
6K75 ¼	20-gauge, 28-inch barrel	6.85
6K76 ¼	410-gauge, 26-inch barrel	6.85

\$8.48

Little Pet
410 Caliber Single Barrel Shotgun

BARREL—Single barrel, 26-inch; blued finish; automatic hell ejector.

STOCK—Plain pistol grip, walnut stock and fore-end; rubber butt plate.

Very popular lightweight gun, intended for taxidermists and for women and boys who want a lightweight gun for small game, such as rabbits, squirrels and birds. Shoots the 410-gauge smokeless powder loaded shell. Weight, 4½ pounds. Shipping weight, 10 pounds.

6K82 ¼—410-Gauge, 26 inch barrel..... \$8.48

\$21.95

Iver Johnson
Special Trap Gun With Automatic Ejector

One of the most beautiful single barrel guns made. Has raised ventilated rib, finely matted. The ventilations are of improved construction and give maximum relief from heat waves. Stock and fore-end are black walnut, specially selected for grain and color and beautifully hand checkered and polished. Stock has full pistol grip, rubber capped, and improved trap style fore-end. A superior gun for either trap or all around shooting. Has two ivory sights. Length of stock, 14½ inches. Drop at heel, 2 inches. Weight, about 7½ lbs. Shipping weight, 13 pounds.

6K78 ¼—12-gauge, 32-inch barrel only..... \$21.95

\$8.39

White Powder Wonder
Single Barrel Shotgun With Automatic Ejector

BARREL—Blued steel. Full choke bored; automatic ejector.

STOCK—Plain pistol grip, with rubber butt plate. Large fore-end with snap hinge.

FRAME—Solid hardened steel, mottled finish. Top thumb lever. Weight, 6½ pounds. Shipping weight, 12 pounds.

6K83 ¼—12-gauge, 30-inch barrel..... \$8.39

6K84 ¼—12-gauge, 32-inch barrel..... 8.39

6K85 ¼—16-gauge, 30-inch barrel..... 8.39

6K86 ¼—30-gauge, 28-inch barrel..... 8.39

\$9.45

Iver Johnson Champion
Single Barrel Shotgun With Automatic Ejector

Blued steel barrel, with forged on lug, making it practically unbreakable. Safety action hammer, which makes it impossible to open or close gun when hammer is in cocked position. Locking bolt automatically takes up wear and prevents gun from shooting loose. Full pistol grip stock and trap style fore-end made of black walnut. Weights, 5½ to 6¼ lbs. Shipping weight, 12 lbs.

6K95 ¼—12-gauge, 30-inch barrel..... \$9.45

6K96 ¼—12-gauge, 32-inch barrel..... 9.45

6K97 ¼—16-gauge, 28-inch barrel..... 9.45

6K99 ¼—410-gauge, 26-inch barrel..... 9.45

\$10.85

Super-Ranger "Goose Gun"
Single Barrel Shotgun With Automatic Ejector

Extra heavy, extra long range, single barrel shotgun with automatic ejector. Extra heavy frame and breech. Chambered for 3-inch shells and guaranteed for any factory loaded shell. When used with new high velocity loads such as our Xtra Range Nos. 6H303¼ to 6H307¼ kills up to 80 yards have been recorded. Each gun is proof tested. Full pistol grip stock and large firm grip fore-end of genuine American walnut. Weight, 7½ pounds. Shipping weight, 12 pounds.

6K87 ¼—12-Gauge, 32-inch barrel..... \$10.85

\$8.95

Long Tom
Long Range Single Barrel Gun With Automatic Ejector

Long range 36-inch barrel gun, used for geese, turkeys, jack rabbits, etc. Strongly built for heavy loads.

BARREL—Blued steel, fitted with a heavy lug; automatic ejector; full choke; 36 inches long.

FRAME—Solid steel, mottled finish; made extra heavy and reinforced.

STOCK—Walnut, plain pistol grip; rubber butt plate; large snap hinged fore-end.

6K88 ¼—12-gauge, 36-inch barrel. Weights, 7 to 7¼ pounds. Shipping weight, 12 pounds..... \$8.95

6K89 ¼—16-gauge, 36-inch barrel. Weights, 6¼ to 7 pounds. Shipping weight, 12 pounds..... 8.95

\$8.95

Harrington and Richardson Latest Model
Single Barrel Shotgun With Automatic Ejector

Barrel is drilled from solid bar of special gun barrel steel. Lug forged on barrel. Frame is solid steel, mottled finish and very strong. Stock and fore-end, fine black walnut, with pistol grip. Top lever may be operated either right or left. Coil main and locking bolt springs eliminate troubles from these sources. Weights, 5¼ to 6¼ lbs. Shipping weight, 12 pounds.

6K90 ¼—12-gauge, 30-inch barrel..... \$8.95

6K91 ¼—12-gauge, 32-inch barrel..... 8.95

6K92 ¼—20-gauge, 28-inch barrel..... 8.95

6K94 ¼—410-gauge, 26-inch barrel..... 8.95

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military in this century. Rugged, it requires a minimum expenditure of movement to operate. Semiautomatic rifles appeared earlier this century, allowing for faster rates of fire, but with mechanisms more vulnerable to dirt and jamming.



Winchester Rifle

Most rifles are designed for military applications, only later being marketed to hunters and other sportsmen. The exception is rifles of .22 caliber, which fall into two rough categories: inexpensive “youth rifles” of economical construction; and ultra-expensive target rifles, usually single-shot, and costing more than many high-powered rifles.

SPECIAL AMMUNITION

Hollow point and wadcutter ammunition similar to that used in handguns is available for smaller rifles up to .30 caliber. Its usefulness in larger calibers is negated by the increased velocity. Hollow-point ammunition does +2 damage, but only half-normal damage against armored opponents. Wadcutter ammo does +2 damage but base range is reduced by one-half.

OPTIONS

Most military firearms are manufactured with a bayonet lug. Effective use of a bayonet requires separate attack and parry skills, both beginning at 15% (Spear skill). Bayonets do 1D8+1+db points of damage and can impale. Some bayonets are small enough to be detached and used as fighting knives.

Telescopic sights allow for precision aim, doubling the base range. Only one shot per round can be fired when taking advantage of this bonus. Similarly, bracing a rifle in the crotch of a tree or other object also doubles the range. Using both methods in conjunction quadruples the range. Note that telescopic sights are delicate and easily knocked out of alignment.

Some Common Rifles

LEE-ENFIELD MARK III RIFLE

A replacement for the outdated Lee-Enfield series, this British rifle uses the .303 British cartridge. Like the Mauser, this rifle features a smooth bolt-action design, but takes advantage of a ten-round magazine for longer firing. The Mark III was the most common Lee-Enfield of the World War.



Lee-Enfield Mark I

MAUSER M1898 RIFLE

Available in both rifle and carbine versions this successor to the M1888 is perhaps the ultimate in bolt-action design. Using the powerful 7.92mm Mauser round, a five-round stripper clip permits quick reloading. The M1898 accommodates any one of several types of bayonets including the notorious saw-backed “butcher blade.”

This weapon was produced in massive quantities and proved as capable of bringing down big game as well as waging war. The basic Mauser design has been copied by many countries.

A Selection of Rifles

<i>Make/Model</i>	<i>Country</i>	<i>Year</i>	<i>Caliber</i>	<i>Action</i>	<i>Loading</i>	<i>Cap.</i>	<i>HP</i>	<i>Price</i>
French M1916 Rifle/Carbine	France	1916	8mm Lebel	bolt	clip	5	12/11	\$50
Japanese Type 38 Arisaka Rifle/Carbine	Japan	1905	6.5mm Type 38	bolt	clip	5	12/11	\$50
Lee-Enfield Mark III Rifle	UK	1907	.303 British	bolt	mag	10	12	\$50
Lee-Enfield Mark I Rifle/Carbine	UK	1888	.303 Metford	bolt	mag	8/6	12/11	\$50
Mannlicher Carcano M1891 Rifle/Carbine	Italy	1891	6.5mm M91-95	bolt	clip	6	12/11	\$50
Marlin M1893 Lever-Action Rifle/Carbine	USA	1893	.30-30	levr	side	10/7	9/8	\$50
Mauser M1893 Rifle/Short Rifle (carbine)	Spain	1893	7mm Mauser	bolt	clip	5	12	\$50
Mauser M1898 Rifle/Carbine	Germany	1898	7.92mm Mauser	bolt	clip	5	12/11	\$50
Mauser M1903	Turkey	1903	7.65mm Mauser	bolt	clip	5	12	\$50
Mauser M1909 Rifle	Argentina	1909	7.65mm Mauser	bolt	clip	5	12	\$50
Mauser M1912	Mexico	1912	7mm Mauser	bolt	clip	5	12	\$50
Mauser Standard Model 99	Germany	1920	7mm/7.92mm Mau.	bolt	side	5	12	\$50
Mau. T-Gewehr M1918 Anti-Tank Rifle	Germany	1918	13mm	bolt	side	1	13	\$100
Mondragon M1908 Rifle	Mexico	1908	7mm Mau./7.5mm M11	sel	clip/mag/drum	8/20/30	11	\$75
Mosin-Nagant M1891 Rifle/Dragoon (carb.)	Russia	1891	7.62mm Spitzer	bolt	clip	5	12	\$50
Remington Rolling Block Rifle	USA	1867	varies	sing	side	1	12	\$15-\$20
Remington Model 14A Slide-Action Rifle	USA	1912	.25/.30/.32 Rem.	pump	side	5	10	\$35
Repetier M95 Rifle/Carbine	Austria	1895	8mm M95	bolt	clip	5	12/11	\$50
Savage Model 99A Lever-Action Rifle	USA	1899	.30-30/others	levr	side	5	8	\$50
Springfield M1903 Rifle	USA	1903	.30-06	bolt	clip	5	12	\$50
Schmidt Ruben M1911 Rifle/Carbine	Switzerland	1911	7.5mm M11	bolt	mag	6	12/11	\$50
U.S. M1917 Mag “Enfield” Rifle	USA	1917	.30-06	bolt	clip	5	12	\$50
Winchester M1894 Rifle/Carbine	USA	1894	.30-30	levr	side	6/4	9/8	\$50
Winchester M1895 Rifle	USA	1895	.30-06/.303 British	levr	side	4/5	9	\$50
Winchester Model 54 Rifle	USA	1925	.30-06	bolt	side	5	12	\$50

MAUSER T-GEWEHR ANTI-TANK RIFLE

Also known as the M1918, this 13mm single-shot, bolt-action rifle is essentially an enlarged version of the standard Mauser military rifle. The first weapon of its type, it packs more than enough punch to penetrate the armor of tanks of the time (25mm and more).

MONDRAGON M1908 AND M1915 RIFLES

The Mondragon is one of the earliest practical semiautomatic rifles. Designed in Mexico by Manuel Mondragon, it was first manufactured by SIG in Switzerland. It was produced in 7mm Mauser for the Mexican Army, and in 7.5mm M11 for Germany.

The M1915 was a selective fire weapon that could be used as a semiautomatic or fully automatic weapon. Aviation versions were equipped with a 30-round drum. A lighter version equipped with a 20-round magazine proved too delicate for the battlefield.

REMINGTON ROLLING BLOCK RIFLE

First produced in 1867 the Rolling Block design is a simple, rugged, reliable single-shot weapon. Manufactured in numerous calibers until 1934, millions were produced and adopted as standard weapons for the armies of Denmark, Sweden, Norway, Egypt, Spain, and Argentina. Both rifle and carbine versions are available; the military model accepts a bayonet. Modern, smokeless calibers include .22 and .303 British. Remington also produced shotgun versions in 16 and 20-gauge.

“SPRINGFIELD” M1903 RIFLE

This rugged, bolt-action rifle, regular issue for U.S. troops during the War, was a close copy of the Mauser M1898. Standard caliber after 1906 was the .30-06 cartridge in a five-round clip. Barrel length is a short 24 inches. These models are still prized by serious marksman.



Springfield M1903 Rifle

WINCHESTER M1895 RIFLE

This popular model was produced between 1895 and 1931, one of several Winchesters taken by Theodore Roosevelt on his hunting trip to Africa. Of lever-action design, it differs from the usual tubular magazine below the barrel, instead using a non-detachable box forward of the trigger guard. This reduces the rifle's capacity to four rounds, five in the .303 British version. Other calibers manufactured include a 7.62mm Spitzer made for the Russian government during the War, the only version incorporating stripper clips.

Barrel lengths include the standard 30, 28, and 24-inch rifle lengths as well as a cumbersome 36-inch long-range version and a 22-inch carbine model. The latter is available only in .30-30, .30-06, and .303 British calibers. Most military versions feature lugs for an 8-inch bayonet.

Shotguns

Shotguns are descendants of primitive fowling pieces, not a part of warfare until the U.S.A. put them to work in the Philippine jungles around the turn of the century. Shotguns are available in sporting, military, and law enforcement versions.

Although having a far shorter range than a rifle, a shotgun takes advantage of firing a load of lead pellets rather than a single slug. Particularly powerful at close range, double-barrel models can fire two charges simultaneously for twice the damage. A shorter barrel increases the tendency of the shot to spread, increasing effectiveness at short range, though at a reduction of long-range effectiveness.



Browning Automatic

The basic shotgun is a single or double-barrel weapon that breaks open on a hinge for reloading. Lever and pump-action models hold more shells but are more prone to jams. Semiautomatics are also available, requiring no more than a squeeze of the trigger to fire, eject the spent shell, and chamber a fresh round. Shotguns are measured by gauge rather than caliber—the smaller the gauge, the larger and more powerful the shotgun.

SPECIAL AMMUNITION

Different types of shot can be used, ranging from heavy 00 buckshot, to dust-like birdshot. Solid slugs are also available that increase the shotgun's base range. Listed damages for shotguns assume they are loaded with the heaviest shot—usually 00. Weapons used for hunting fowl are loaded with lighter shot. Light birdshot does only half the rolled damage; medium weight shot does three-quarters the rolled damage.

Rock salt ammunition is a favorite among those wishing to inflict painful, but less-than-lethal damage. A rock salt charge does half the normal damage of the weapon; the victim is required to make a CON x5 roll to avoid being incapacitated by painful burning.

Note that the paper casings of normal shotgun shells tend to swell when exposed to wet environments, causing jams in repeating shotguns. Metal-cased shells, though heavy and more expensive, have been available since the end of the Spanish-American War.

OPTIONS

Many popular shotguns are produced in so-called “riot” and “trench” versions. Riot versions are generally 12-gauge weapons with short barrels, 18-20 inches long. Generally they are pump-action but the lever-action Winchester M1901 and the semiautomatic Remington 11A are both available in riot format.



A Selection of Shotguns

Make/Model	Country	Year	Gauge	Action	Loading	Cap.	HP	Price
Browning Automatic Shotgun	USA	1900	12/16	semi	side	4	10	\$55
Greener Far-Killer Model	USA	1893	8/10/12	doub	brek	2	12	\$40-45
Ithaca Auto and Burglar Shotgun	USA	1921	20	doub	brek	2	10	\$35
Remington M1894 Double Barrel	USA	1894	10/12/16	doub	brek	2	12	\$40-45
Remington M1889 Double Barrel	USA	1889	10/12/16	doub	brek	2	12	\$40-45
Remington Model 11A	USA	1905	12/16/20	semi	side	5	10	\$60
Remington Model 10A	USA	1907	12	pump	side	5	10	\$45
Savage Model 620 Slide-Action	USA	1927	12/16/20/.410	pump	side	5	10	\$45
Savage Mdl. 720 Autoloader Shotgun	USA	1930	12/16	semi	side	4	10	\$60
Winchester M1887 Lever-Action	USA	1887	10/12	levr	side	5	8	\$50
Winchester M1897 Slide-Action	USA	1897	12/16	pump	side	5	10	\$45
Winchester M1901 Lever-Action	USA	1901	12	levr	side	5	8	\$50
Winchester M1911 Self-Loading	USA	1911	12	semi	side	5	10	\$60
Winchester M1912 Slide-Action	USA	1912	12/16/20/28	pump	side	5	10	\$70

Trench guns were developed by the U.S. prior to the Great War. Among the first were the Winchester M1897 and M1912, both 12-gauge, slide-action models. Equipped with short 20-inch barrels and bayonet lugs, they were first made available to the public in 1918. Homemade sawed-off shotguns can have even shorter barrels, further increasing the spread pattern. Stocks are sometimes reduced as well, allowing one to conceal the weapon under an overcoat. When using a short-barrel shotgun, range and chances to hit must be adjusted. For riot and trench guns with 20-inch barrels, reduce base range by one-third and increase chances to hit by 5 points. Shorter barrels can reduce range by as much as one-half, and add 10 points to the chances to hit.

Some Selected Shotguns

REMINGTON M1889

The last in a series that began with the M1883, this double-barrel shotgun with exposed hammers is available in 10, 12, and 16-gauge, with barrel lengths ranging between 28 and 32 inches. When production ceased in 1909 over 37,500 of these firearms had been produced.

WINCHESTER M1887 AND M1901 SHOTGUN

This distinctive, lever-action, hammer shotgun was popular despite its strange, even ugly appearance. Two models were produced; the M1887 in 10 and 12-gauge black powder, and the M1901 in 10-gauge smokeless powder. Both feature five-round, tubular magazines. In 1898 both guns became available in short-barrel riot versions. Non-riot barrel lengths are 30 and 32 inches. Over 75,000 of these shotguns were produced before production ceased in 1920. They are the only 10-gauge Winchesters ever made.



Winchester M1897

WINCHESTER M1897 SHOTGUN

Intended as a replacement for the trouble-plagued M1893, this shotgun was a tremendous success. A pump-action,

with exposed hammer, over a million were produced between 1897 and 1957. A popular hunting weapon seeing great use in the civilian sector, thousands of trench versions served the military while a riot version was marketed to law enforcement agencies. Hunting versions sport barrel lengths between 26 and 30 inches, while the riot and trench versions are fitted with 20-inch barrels. The trench version features a protective, ventilated barrel jacket and a bayonet lug. Available in 12 or 16-gauge, all M1897s feature 5-round tubular magazines beneath the barrel.

WINCHESTER M1912 SHOTGUN

This common firearm, a pump-action hammerless design, is available in 12, 16, and 20-gauge (28-gauge in 1934). Riot and trench versions were first produced in 1918. The riot gun is fairly common but after the end of the World War the trench model must be special ordered. The M1912 stays in production until 1980.

Submachine Guns

The design of submachine guns—hand-held fully-automatic weapons—was greatly enhanced by the World War. Usually firing pistol ammunition, many have selector switches allowing them to be used in either semiautomatic or fully automatic mode. The Italian 9mm Villar Perosa appeared in 1915; the first German Bergmanns did not show up until near the end of the war. The famous Thompson .45 caliber submachine gun first goes on the market in 1921.

High rates of fire call for expanded ammunition capacity. Various sized magazines and drums are used, some holding as many as 50 or 100 rounds. The larger drums are particularly heavy and bulky.

Fully automatic weapons were not regulated at the federal level until 1934. Many private bodyguards, as well as law enforcement agencies, make conspicuous use of Thompsons. They are also a favorite among warring gangsters and bootleggers. Magazine advertisements for the

weapon show a cowboy in chaps on horseback, his deadly black Thompson resting across his lap, ready to put a stop to any would-be rustlers.

A Few Submachine Guns

BERGMANN MP18I

This weapon was developed near the end of the War, too late to have any real impact on the outcome. Chambered for 9mm Parabellum, it fired “automatic only” at a cyclic rate of 350-400 rounds per minute from a 20-round drum magazine. The MP28II is a later version, developed in secret in violation of Germany’s surrender conditions. It features minor internal modifications, better sights, and a choice of 20 or 30-round box magazines, or a 32-round “snail” drum. A selector switch allows a choice of semiautomatic or fully automatic fire.



Thompson M1938

THOMPSON M1921

M1921 is a modified version or the original model introduced in 1919. Chambered for the .45 ACP, the “Tommy gun” uses either 20 and 30-round box magazines, or the more cumbersome 50 and 100-round drums. It has a cyclic firing rate of 800 rounds per minute. The Model 1928 features a horizontal forward grip (in place of the original pistol-grip) and a reduced firing rate of 650 rounds per minute.

Machine Guns

The first truly automatic machine gun was invented in 1884 by Hiram Maxim. Although Gatling guns and other designs had already appeared, the Maxim was the first to use the weapon’s energy to eject spent cartridges and rechamber fresh rounds rather than manual cranking. By 1895 American inventor John A. Browning had sold to the U.S. Army a model of his own design making use of gas pressure to automatically eject and rechamber cartridges. These two designs encompass the basic principles behind all automatic and semiautomatic weapons.

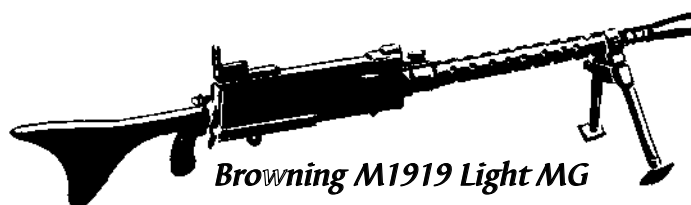
Machine guns are roughly separated into three groups. Heavy machine guns are tripod-mounted in semi-permanent installations or mounted on vehicles, and usually .50 caliber or larger. Medium machine guns are also tripod (or bipod) mounted, but portable, weighing between 25 and 60 pounds. They generally require two men to carry and set up, and although they can be operated by one man, a second man feeding belts reduces the chances of jamming. Although mobile, they are best used as defensive weapons. Light machine guns weigh between 15 and 30 pounds, small enough to be easily carried and deployed by one man. The Browning Automatic Rifle (BAR) and the British Lewis Gun both meet these specification.

Some machine guns are water-cooled (WC), though many later designs are air-cooled (AC). Water-cooling requires a special condenser and water container connected to the firearm by hoses. If not properly cooled, these weapons are subject to misfires and jams. The bulk and weight of this additional equipment adds to mobility problems and, combined with the weight of several hundred rounds of ammunition on belts, it is easy to understand why these weapons are best used defensively.

A Selection of Machine Guns

BROWNING M1917 .30 CALIBER MACHINE GUN

Designed to replace the old 1895 Colt-Browning model, this weapon fires a .30-06 cartridge from a 250-round belt at a cyclic rate of 450-600 rounds per minute. Water-cooled, this machine gun features a pistol grip and conventional trigger. The later M1919 is an air-cooled version commonly fitted to aircraft.



Browning M1919 Light MG

BROWNING M1918 AUTOMATIC RIFLE

The famed BAR debuted in 1918. Chambered for the .30-06 round, it weighs in at an imposing 16 pounds but with the aid of its sling can still be supported and fired from a standing position. A selector switch allows a choice of semiautomatic or full automatic. It carries a 20-round box magazine. A version manufactured in Poland in 1928 is chambered for 7.92mm Mauser ammunition.

A Selection of Submachine Guns

Make/Model	Country	Year	Caliber	Action	Loading	Cap.	HP
Bergmann MP18I	Germany	1918	9mm Parabellum	auto	drum	32	8
Bergmann MP28II	Germany	1928	9mm Parabellum	sel	mag	32	8
Beretta M1918	Italy	1918	9mm Glisenti	sel	mag	25	8
Steyr Solothurn (MP34)	Austria	1930	9mm Mauser or Steyr	auto	mag	32	8
Thompson M1921	USA	1921	.45 ACP	sel	mag/drum	20,30/50,100	8

Firearms Tables

The following tables provide all the information necessary to generate a complete set of statistics for any weapon chosen from the firearms lists, which appear on pp. 104-114 of this book. Additionally, this information can be used to assess the comparative qualities of an unlisted gun, allowing for the assignment of reasonably accurate statistics.

Damage Tables

The damage done by a bullet depends upon its caliber and the type of weapon used. The shorter barrels of pistols and submachine guns make for lower muzzle velocities and damages are less than equivalent rifle and machine gun calibers. Separate damage tables are given for Handguns and Submachine Guns, and for Rifles and Machine Guns. Shotguns are dealt with on their own separate table.

HANDGUNS & SUBMACHINE GUNS

<i>Caliber</i>	<i>Damage</i>
Small Caliber	
.22 short	1D4
.22 long	1D6
.22 long rifle	1D6+1
.25 ACP	1D6
Medium Caliber	
.32 ACP; Colt Long; rimfire; S&W Long; S&W Short	1D8
.38 Colt; Colt Auto; Super Auto; S&W; Special; Webley	1D10
.380 ACP	1D10
.41 rimfire short	1D10
7.62mm M95; Type P	1D8
7.63mm Mauser	1D8
7.65mm Long; Mannlicher; Mauser	1D8
8mm M1904	1D8
9mm Browning Long; Glisenti; Largo; Mauser; Parabellum; Steyr; Type 26	1D10
Large Caliber	
.41 Colt; rimfire	1D10+1
.357 Magnum	1D8+1D4
.44 Special	1D10+2
.45 ACP; Colt	1D10+2
.455 Webley; Webley Auto	1D10+2

RIFLES AND MACHINE GUNS

<i>Cartridge</i>	<i>Damage</i>
Small Caliber	
.22 short	1D4
.22 long	1D6
.22 long rifle	1D6+1
.25 Remington	1D6+1
.25-20	2D6
Large Caliber	
.30 Remington	2D6+3
.30-30	2D6+3
.30-06	2D6+4
.303 British; Metford	2D6+4
.32 Remington; Special	2D6+3
.35 Remington	2D6+3
.50 M2 (machine gun)	2D10+4
6.5mm M91-95; Type 38	2D6+3
7mm Mauser; M93	2D6+4
7.5mm M11; Rimless	2D6+4
7.62mm Spitzer	2D6+4

RIFLES AND MACHINE GUNS, CONTINUED

<i>Caliber</i>	<i>Damage</i>
Large Caliber, Continued	
7.65mm Mauser	2D6+2
7.7mm Type 99	2D6+4
7.92mm Mauser	2D6+4
8mm Lebel; M35; M95	2D6+4
11mm M71	2D6+4
13mm Mauser (anti-tank rifle)	2D10+4

Base Ranges

HANDGUNS: Standard base ranges for handguns are 10 yards for small calibers, 15 yards for medium and heavy calibers. This assumes a handgun with a more or less standard length barrel of 4.5 to 5 inches. Pistols with longer barrels—say 7.5 inches—should increase the base range by five yards (such handguns are difficult to conceal). Likewise, shorter barrels result in a decreased base range: 10 yards for a 3 inch barrel, 5 yards for a 1.5 inch barrel. These “snub nose” models are very easy to conceal. Derringers and other “palm guns” have a base range of 3 yards.

RIFLES: Standard base ranges for rifles are 40 yards for small calibers, 120 yards for large calibers. Alternatively, you may wish to expand the small caliber range: .22 short, 30 yards; .22 long, 40 yards; .22 long rifle or .25 caliber, 50 yards; .25 20, 80 yards. All ranges assume full length rifles. Carbines, with their shorter barrels (usually around 18-22 inches) reduce rifle ranges to 3/4 normal.

SHOTGUNS: See Special Shotgun Damage and Range table below.

SUBMACHINE GUNS: Submachine guns use pistol ammunition. Their generally longer barrels give all these weapons a base range of 20 yards.

MACHINE GUNS: Most light and medium machine guns use rifle ammunition and consequently have a base range of 110 yards. .50 caliber machine guns have a base range of 200 yards. Note that these ranges assume proper mounting on bipod or tripod, as required.

Shotgun Damage and Base Range

Shotguns can be loaded with either normal shot or rifled slugs. Only slugs are capable of impaling. Ranges assume a normal, sporting length barrel. Riot and trench gun ranges should be reduced by as much as one third, sawed off shotguns by one half or more. Increase chances to hit by 5 or 10 points, respectively. Again, older, black powder weapons have ranges approximately three quarters the distances given below.

Multiple damage figures are given for weapons using shot, the amount of damage decreasing as distance increases. Figures such as 2D6/10 yards, 1D6/20 yards, 1D3/50 yards indicates that this weapon does 2D6 points of damage up to and including 10 yards away, 1D6 points of damage up to 20 yards, and 1D3 points up to 50 yards. Beyond 50 yards damage is minimal, 1 or 1D2 up to 100 yards, for small and large gauge, respectively.



Gauge	Damage	Base Range
Small Gauge		
.410 slug	1D10+2	40 yards
.410 heavy shot	1D10	10 yards
	1D4	20 yards
	1D4	50 yards
28-gauge slug	1D10+3	35 yards
28-gauge buckshot	1D6+1D3	10 yards
	1D4	20 yards
	1D2	50 yards
20-gauge slug	1D10+4	30 yards
20-gauge buckshot	2D6	10 yards
	1D6	20 yards
	1D3	50 yards
Large Gauge		
16-gauge slug	1D10+5	30 yards
16-gauge buckshot	2D6+2	10 yards
	1D6+1	20 yards
	1D4	50 yards
12-gauge slug	1D10+6	30 yards
12-gauge buckshot	4D6	10 yards
	2D6	20 yards
	1D6	50 yards
10-gauge slug	1D10+7	25 yards
10-gauge buckshot	4D6+2	10 yards
	2D6+1	20 yards
	1D8	50 yards
8-gauge slug	1D10+8	25 yards
8-gauge buckshot	4D6+6	10 yards
	2D6+4	20 yards
	1D10	50 yards

Rate of Fire

Rate of Fire or Attacks per Round is the number of well aimed shots that can be fired by a given weapon within the space of a single round. Recoil and recovery time depends on caliber (small, medium, or large), while rechambering and cocking time are a function of the weapon's particular action. Both affect rate of fire.

Note that single shot weapons can fire only once per round, then need reloading. Double barrel weapons can empty both chambers simultaneously, or consecutively within the round. A fully automatic weapon can spew 20 bullets within the space of a combat round. Numbers written as 3/2 should be interpreted as three shots fired every two rounds; etc.

Two numbers are given for each type weapon. The first number indicates the normal Rate of Fire for most people. If the keeper is agreeable, shooters with skills of 75% or higher may fire at the second, slightly higher Rate of Fire, shown in parentheses.

HANDGUNS AND SUBMACHINE GUNS

Action/Caliber	Rate of Fire
Single-Action Revolver	
Small Caliber	3/2 (2)
Medium Caliber	1 (1)
Large Caliber	1 (1)
Double-Action Revolver	
Small Caliber	2 (3)
Medium Caliber	3/2 (2)
Large Caliber 1	(3/2)
Semiautomatic	
Small Caliber	3 (4)
Medium Caliber	2 (3)
Large Caliber	1 (2)

RIFLES AND SHOTGUNS

Action/Caliber or Gauge	Rate of Fire
Bolt-Action	
Small Caliber	1 (3/2)
Large Caliber	1/2 (1)
Small Gauge	1/2 (1)
Large Gauge	1/2 (1)
Lever-Action	
Small Caliber	2 (2)
Large Caliber	1 (3/2)
Small Gauge	1 (3/2)
Large Gauge	1 (3/2)
Pump-Action	
Small Caliber	2 (3)
Large Caliber	1 (2)
Small Gauge	2 (3)
Large Gauge	1 (3/2)
Semiautomatic	
Small Caliber	2 (3)
Large Caliber	1 (2)
Small Gauge	2 (3)
Large Gauge	1 (3/2)

Reloading Times

Some reloading systems are faster than others. Note that times given for clips, drums, and magazines, as well as belts and strips, assume these devices are preloaded with cartridges. If forced to load the actual clip or detachable magazine, the rate is two cartridges per round. Note that most weapons do not have to be fully reloaded to fire. One or two shots may be all that is needed.

Belt	Two rounds
Break-open	Two cartridges / round
Clip	One round
Drum	One round
Magazine	One round
Side-loading	Two cartridges / round
Strip	One round
Swing-out	Two cartridges / round

Malfunction Table

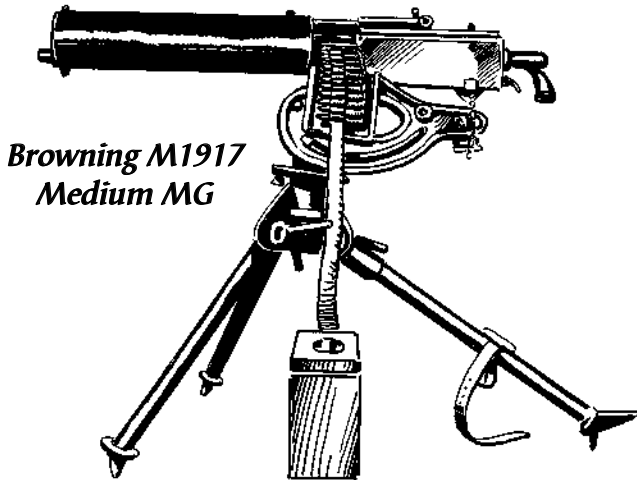
This table provides general guidelines for firearms malfunctions according to the type of action and the condition of the weapon. The first number listed is for a properly cleaned weapon; the second for a neglected weapon; the third for a very dirty weapon one that has just been dropped in a mud puddle. This last number may be adjusted to suit exact conditions. Weapons with selector switches malfunction according to how they are used.

In most cases a roll of 00 indicates a misfired round. Any other malfunction roll indicates a jammed weapon. Dud rounds pose little problem with revolvers or other manual actions, however, they stop semiautomatics and automatics cold. A Firearms roll for that particular type weapon is required to safely clear a jam. A dud can be cleared in one round without rolls.

Action	Clean	Neglected	Dirty
Automatic	98	95	70
Bolt-Action	00	00	90
Lever-Action	99	98	85
Pump-Action	99	98	85
Revolver	00	00	96
Semiautomatic	99	97	75
Single-Shot	00	00	95

BROWNING M1921 .50 CALIBER MACHINE GUN

Weighing in at 84 pounds (plus a 44-pound tripod), the 65-inch long Browning fires from a 250-round belt at a cyclic rate of 450-575 rounds per minute with a muzzle velocity of 2900 feet per second. Armor piercing ammunition is available. A later version, the M2HB, is air-cooled.



**Browning M1917
Medium MG**

MARK I LEWIS GUN

The Lewis Gun debuted in Belgium in 1913, soon after making its way into the arsenals of England, the U.S., and Japan. Chambered in either .303 British or .30-06 calibers, the fully automatic Lewis gun is fed by a circular drum holding 47 rounds mounted horizontally atop the gun. Although it has a shoulder stock, the Lewis gun's loaded weight of 27 pounds makes its short bipod and a prone firing position almost essential. Lewis Guns are routinely fitted to aircraft, mounted on a swivel and fired by a passenger. These usually dispense with the shoulder stock and opt for the larger 97-round drum. Firing at a cyclic rate of 450-500 rounds per minute, Lewis Guns are particularly prone to jams.

VICKERS .303 CALIBER MACHINE GUN

Belt-fed and mounted on a heavy tripod, the British Vickers was first introduced in 1912. Firing a .303 cartridge, it has a cyclic rate of 450-500 rounds per minute. Water-cooled, the early models had a problem with steam rising from around the barrel, obscuring the shooter's vision. Later models corrected this. This weapon features dual spade-handle hand-grips, the trigger depressed by the thumbs. A special, air-cooled version is suitable for aircraft only.

Ammo and Accessories

Ammunition for the more common American calibers is easily obtained at hardware and general stores; even large department store outlets have hunting departments. You can order through the mail with the Sears, Roebuck and Co. catalog.

Pistol and rifle ammunition is usually sold in boxes of 50 or 100 rounds. Selected prices per hundred are: .22 rim-fire, 50 cents; .32, \$2.59; .30-30, \$5.28. .45 Auto, \$8.60. Shotgun shells (paper-cased) are priced per hundred as follows: 20-gauge, \$3.08; 16-gauge, \$3.16; 12-gauge, \$3.48; 10-gauge, \$3.72; metal-cased shells are approximately three times this price.

Extra ammunition can be carried in a number of different ways. Bandoliers, made of leather or fabric, are belts worn across the torso. Loops tailored to the size of specific cartridges can hold up to 50 or 60 additional rounds. Cartridge belts are similar, but worn round the waist, and may have a place to attach a pistol holster. Bandoliers and cartridge belts range in price from 79 cents to \$1.79. A khaki vest with loops for shells costs \$1.08. Small magazine pouches holding one to three pre-loaded magazines can be hung on a belt or even a shoulder holster harness. Dump pouches are simple cloth pouches worn around the waist apron-style, holding loose cartridges, preloaded magazines, etc.

Keeping a firearm properly cleaned is essential. Gun cleaning kits designed specifically for your type of firearm are available for \$1 or less. Waterproof cases for rifles and shotguns cost \$1-\$2, while fancier reinforced leather cases complete with brass fittings run \$6.59. High-quality sponge rubber recoil pads designed to protect the shoulder cost \$2.75.

The serious shooter intent on improving his skills on the range may want to consider reloading his own shells. Retrieving and reloading spent cartridges is an economical way to shoot, and can justify the cost of the equipment. Reloading your own shells also allows you to experiment with different powder loads, slug shapes, etc. ■



A Selection of Machine Guns

Make/Model	Country	Year	Caliber	Action	Loading	Cap.	HP
Browning M1917A1 (WC-AC)	USA	1917	.30-06	auto	belt	250	12
Browning M1918 Auto. Rifle (AC)	USA	1918	.30-06	sel	mag	20	11
Browning M1921 .50 Cal. (WC-AC)	USA	1921	.50	auto	belt	250	14
Hotchkiss M1914 (AC)	France	1914	8mm Lebel	auto	strp/belt	24/30/250	12
Japanese Type 3 (AC)	Japan	1914	6.5mm Type 38	auto	strp	30	12
Lewis Gun Mark I (AC)	UK	1912	.303 British	auto	drum	47/97	12
Maxim MG08/15 (WC)	Germany	1915	7.92mm Mauser	auto	belt	50/100/250	12
Revelli M1914 (WC)	Italy	1914	6.5mm M91-95	sel	mag	50	12
Vickers (WC)	UK	1912	.303 British	auto	belt	250	12

Words of Wisdom



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THE PROFESSIONAL INVESTIGATOR

How to rise above the rank of amateur.

Obtaining a License, The Art of Investigation.

A collection of Tips from a Pro.

The one thing that separates the professional private investigator from the amateur is that photostatic copy of his license, ready to be presented when proof of profession is demanded. With it comes legality, legitimacy, and professionalism. In the same way that police build their case, so can the private detective. If a client has hired you to find out if her husband is cheating on her, you can take those incriminating photographs without risking an invasion of privacy charge. If the client signed the contract, and is paying you her hard-earned money, those photographs are legal. If the nosy reporter tries this number he gets hit with a libel suit, and probably loses. A private investigator can question people at liberty, and they can no more be accused of harassment than can the police.

Everything a professional investigator does with regards to his client and his case, as long as it conforms to the ethics of the profession, is legal. No one has to talk to a private investigator, but then, nobody has to talk to the police either. The police are *public* investigators, the hired detective a *private* investigator.

Ethics are important; a private investigator lives and dies by them. If he breaks and enters, even in the name of a client, he has committed an illegal act and, if caught, will have his license pulled so fast his head won't stop spinning until there's a Democrat in office again—to say nothing of possible jail time. But the code of ethics is a shield, as well. A privileged relationship exists between investigator and client that allows the investigator to maintain private any information gathered in the name of his client. Though the local police may not like it, unless they can prove you're withholding evidence vital to an investigation, they can't do much about it. Professional ethics cut both ways.

Obtaining a License

Without a license you cannot legally advertise yourself, or in any way represent yourself as a private detective. Licensing is a function of individual states, each with different requirements and different ethical standards by which an investigator is judged. Basic requirements, however, are much the same.

All applicants must provide proof of investigative experience. Generally this can be ten years with a police depart-

ment, five years as an insurance or other professional investigator, or a lengthy apprenticeship with another licensed detective or agency. The actual amount of experience required differs from state to state but three years minimum is a safe bet. This experience shows that the applicant not only knows how to conduct a proper investigation, but that the applicant also understands the legal ramifications of the profession. Letters of recommendation may also be required, and a signed affidavit may be needed as well, providing proof of the experience.

Next, an applicant has to post a bond with a recognized bondsman, probably a minimum of \$500. This is the private investigator's legal collateral, his insurance if sued, and part of his credit rating. An applicant must be able to show that he is not a financial risk. Some states require a private investigator to have an established place of business before the license is issued. An office with an address, and perhaps a working telephone, is usually required. This is the state's insurance—the board does not want to license fly-by-night outfits.

Then there's the background check. The applicant must demonstrate good mental health, and a relatively clean record. Convicted murderers or extortionists are unlikely to pass. Relatives and friends may be contacted and questioned by state investigators, and the applicant's finances probably examined as well.

Finally an applicant must pass a written exam, and, in some states, an oral exam as well. This determines general ability, intelligence, and knowledge, as well as the applicant's familiarity with the law and investigative techniques. In most states an applicant may take the exam as many times as needed until a passing grade is finally achieved, but the fee must be paid each time. Once acquired, the license will have to be renewed periodically, but this is a simpler process. However, the license can be suspended or revoked any time the licensing board feels that the detective is not performing up to standards.

A valid Private Detective's license does not impart the right to carry weapons. Concealed weapon permits are a separate matter, and may take as long as six months to obtain, possibly involving a second background check. When applying for a "carry" permit, the applicant must present sufficient reason for carrying a firearm, and although being a private investigator is a good reason, it doesn't guarantee the permit will be issued.

The Investigator and The Law

If an investigation has any contact with a police investigation there may be friction—especially if your client is a

suspect, or if the police have reason to believe the private eye is withholding evidence. By law, evidence pertinent to a police investigation must be turned over immediately. The client-investigator relationship does not permit the investigator to avoid this responsibility. For the most part police leave private investigators alone, and a wise private eye does the same. A private investigator encountering something clearly illegal—a crime in progress—is as obliged as the next citizen to report it to the police. However, a private investigator's license does not require a detective to get involved with crimes outside the sphere of his own investigations. There is no requirement they fight crime at every turn. However, like any citizen, a private investigator witnessing a felony is free to perform a citizen's arrest.

As a licensed business, a private investigator is required to file tax returns and provide insurance and benefits for his employees. As a consequence many private investigators subcontract to other agencies to avoid the problems of adding agents to their own payrolls. A private detective should write a contract for every case assumed, describing the parameters of the job, as well as the fee to be paid. Such contracts may include waivers of negligence and/or malpractice.

The Art of Investigation

The first priority in investigating a crime is to determine that a crime has, in fact, been committed. That robbery may just be a misplaced wallet. That decapitated body may have been an unfortunate auto accident. Then again, if that decapitated body is also showing signs of a struggle—say, blood and hair underneath its fingernails—it's probably a safe bet that this was a murder. We now have a crime, and the following rules are in effect.

Securing the Crime Scene

First, the crime scene must be secured. This means that nobody touches anything until the appropriate authorities arrive. All people at the scene should be detained until they have been at least cursorily questioned, the simple premise being that the last person on the scene is the most likely perpetrator. Nothing at the crime scene should be touched or altered in any way until the reigning authority gives the all clear. This authority may be anyone from the local beat cop to the Chief Medical Examiner and his entourage, depending on the situation.

DETAINING WITNESSES

Second, witnesses must be sought and held until they've given a statement. This can be a lot more trouble than it's worth, but you never know who heard what or saw what, and witnesses are the cornerstone of any legal case. But

witnesses are a tricky business; you never know if they have a bone to pick with a next-door neighbor and are giving false testimony.

Police tend to grab any suspicious looking person found at a crime scene and send them downtown. Private detectives can not do this, but they can request names and addresses, with the intention of questioning these individuals later.

CONTACTING AUTHORITIES

Third, the appropriate professionals are called: the police, the coroner's office, and so on. In the case of a murder, nobody touches anything until the primary detective arrives. Photographs are taken whenever possible, and detectives make their own sketches of the crime scene in their notebooks.

Examining the Scene

Everything is examined. Some investigators walk through the entire house or apartment before viewing the actual scene itself, trying to reconstruct the victim's life. What's in the kitchen? If it's lunchtime and the trash can is full of fresh orange peels you have an idea what might have been eaten for lunch. Remember to ask about that at the autopsy—see if the orange was in the victim's stomach.

What doors and windows are open? Have any of the locks been forced or picked? It's nearly impossible to pick a lock without leaving some evidence. Nothing was forced? Is this a bad part of town? If so, the doors should have been locked, right? So, we know the perpetrator may have been let in, rather than having to force his way in. Maybe they had a key, or knew someone in the family. What's missing? A shoe in the closet that doesn't have a mate? A mug of shaving soap but no razor to be found?

Nothing should be touched. Fingerprints need to be taken. Although it is only rare that a usable print is found and then matched—say 10% of the time, at best—it's still a 10% chance above and beyond any other possibilities.

The crime is reconstructed at the scene to the best of the investigator's ability. A dead body with the back of its head missing and a .45 at its feet might be a suicide, or maybe a murder. If there are powder burns around the mouth and on the victim's hand, and if the exit trajectory is up instead of down—the blood spatters following the exit of the wound—it's probably safe to call it a suicide. But run the gun for prints—and see if you can find the bullet, just in case a ballistics check ends up being called for.

Physical evidence is vital to any case. There may be cigarette ash on the carpet when the owner doesn't smoke, or a footprint outside the window that can be cast in plaster, and maybe the shoe can be identified. Depth of impression, and length of stride, if you find a pair of prints, can give an idea of how tall and heavy the perpetrator is. The means of entry is physical evidence too. Was the door forced, the window broken, or did the perpetrator talk their way in? All of this is the M.O., or *modus operandi*, and remember, the police keep records. If Jerry the Slick used to like to kick in doors and then break all the windows in a place, maybe it



was Jerry the Slick who kicked in this door and broke all the windows in this place.

Phone records are also considered physical evidence and should never be overlooked. Who the victim recently talked to may lead to learning who committed the crime. Operators are usually more than willing to assist police or detectives solve a crime.

Interviewing Witnesses

Always develop a list of questions beforehand. There is nothing more embarrassing than deciding to go and see a witness and then ending up doing nothing but staring at them after you've asked only one or two questions. Whenever possible research your subject first, and be ready to follow up on the answers they give to your first questions. The more important they are to your enquiries, the more background work you need to do. If they are a witness to a crime, take a look at the crime scene first, then find out what you can about the witness from libraries, public records, or newspaper archives—even their laundry bags or trash cans. Talk to people who know the subject—co workers, paperboys, neighbors, and others. Find out about their social class, home life, interests, and attitudes. People are more likely to reveal information about someone they know if they think that they are helping that person. Learn to be discreet.

Keep statements short and to the point. People respond to quick demands without thinking. Throw someone a smoking gun

and shout: "Hold this!" and nine times out of ten they will. Be sure of what you say. Before blurting out something hard to swallow, put yourself in their shoes and think how you would react to what you are about to ask.

If you want something from someone, don't let them think that that is all you're interested in. They have problems of their own and while their problems aren't as important as yours, make it seem like you think they are. Ask how they are, share a quick joke and get them into the habit of agreeing with you. Try not to phrase your questions so they require negative answers. Keep nodding—it makes them nod too. Salesmen call this the "yes" mode.

Private Eye: "Hard day?"

Clerk: "Yeah."

Private Eye: "Boss overworks you, huh?"

Clerk: "You bet."

Private Eye: "Say, could you do me a quick favor?"

Clerk: "Sure."

WITNESS PSYCHOLOGY

Most people don't like to lie, and it shows. It is a subconscious thing that can be suppressed actively for a while, but eventually the guard always drops and they start showing "lie-signs." You can tell when someone is lying to you by the sweat on their top lip, hands, and forehead. People often start to fidget when forced to lie for extended periods of time: folding their arms, touching their nose or ears, tapping their feet, fiddling with their fingers, or looking around in an apparently disinterested fashion. Their voice may rise in pitch. They might start denying heavily ("I swear! I had nothing to do with it!"), or challenge you ("What's it got to do with you?"), or simply avoid the point ("I don't have the faintest idea of what you're talking about.") Innocent people almost always talk at great length when accused of something—despite their Fifth Amendment rights. They are normally eager to speak volumes, and dwell on facts rather than denials.

Oh, and by the way, although electric "lie detectors" have proven themselves useful, the evidence gained by them is not admissible in court.

In Conclusion

The great mystery is not so much in the crime itself, but in its solution. An investigator must train himself to ask questions about everything he sees. And he must ask the right questions. Why wasn't the door locked? Where did the checkbook go? What would I do if...? Each question gives a separate answer, and each answer brings the investigation closer to its conclusion, the resolution of the final question, the answer to the mystery.

WRAPPING UP

One last thing: *never* get emotionally involved in a case. As soon as you feel compassion for the sob stories you get handed—as genuine as they might be—you lose control of the case. It could even cost you your life. Remember it's just a job and people get hurt all the time—the other guy's problems don't amount to a hill of beans. ■

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Tips From a Pro

BASICS

Every workman needs his tools and the private investigator is no different. Most of ours, however, are used for one thing: information gathering.

Primary tools are your contacts the people you know. They define just how good an investigator you are so get lots of them. These are the people to turn to for advice, information, and expertise: doctors, lawyers, bartenders, cabbies, garbage men (always check a suspect's garbage), and librarians as well. Clerks at city hall or the police department are even better. Someone high up in the city's bureaucracy is best. The police are not your enemy, so get to know a few, especially the local desk sergeant. Share a little information with them and they might share some with you. By the same token, criminal contacts are important in case you tread on the wrong toes. Never offend the mob, because they don't forget.

Your first recourse and most powerful weapon is the telephone. Not everybody has one, but every private eye should. You need a copy of the phone book and a working relationship with the local exchange operators. And, incidentally, start your firm's name with the letter "A." Most people call the first name they see in the book.

With a few calls you can find most things. But private eyes are not hired to find "most things" so you'll need a comfortable pair of shoes for when you need to ask around; you will do a lot of walking. You can get into virtually anywhere if you look like you belong, so acquire a varied wardrobe. Simple, smart suits are best, and trench coats useful for their big pockets but workman's clothes are handy too. Interviewing working class people doesn't mean dressing down though; a look of authority doesn't hurt a bit.

If anyone ever gives you a business card, keep it; salesmen's are best. False identification is always useful. You will also need cigarettes because they make good bribes and ice breakers, and are an excuse to carry a light invaluable for disposing of evidence.

Speaking of bribes, remember that most things run smoother if appreciation is shown for services rendered. Some people get antsy at the notion of anything resembling a bribe, so keep in mind that goods, services, and information are handy alternatives to cash.

FIREARMS

You may not want to use a gun but I do, more for its persuasive effect than killing power. That's why I like the .32. It's light, and I'd rather get off a lot of shots quickly and be sure of winging someone, than a single shot that either blows the victim's head off or misses completely. Three points to bear in mind: 1) Never think that you have to draw a gun to intimidate someone; 2) Never draw a gun unless someone is threatening violence; 3) If you start shooting at someone, expect them to shoot back.

Basically, avoid gunfights. If you need to hurt someone it is much better to rely on a right hook; it is less likely to kill, and the police get touchy about murder. Worse still, the science of forensic ballistics is currently more advanced in the U.S. (and New York in particular) than

anywhere else in the world. A weapon used in a crime can often be traced directly back to its owner and the prime suspect.

REMEMBERING PEOPLE

The oldest system of remembering people is known as a *portrait parlé* (word picture), which describes an individual's physical characteristics. It is still an effective method if used discreetly. The technique involves categorizing the elements of the face and body. Not just the obvious sex, eyes, hair, height and weight, but also the shape of the nose, lips, brow, hands, and so on. Also note any marks incurred by profession such as ink stains, scars, or callouses.

Listen to the subject's voice for any peculiar inflections or unusual phrases. When they tell you their name remember it and write it down later, along with a brief *portrait parlé*. Look them in the eye when you speak. Unless they're a salesman, they probably glance away giving you an opportunity to look them over. See how they move; comportment and clothes, especially shoes, are a good indication of wealth and therefore social class a handy thing to know when talking to them.

THE LAW

There is only so much one can learn through standard avenues of enquiry. At some point breaking the law may be essential to gaining the information you want. I don't mean some minor infraction of a city ordinance, I mean actually committing a felony.

The most common crime investigators commit is breaking and entering. When all else fails, you can rely on a good crowbar to get you the facts the deepest conspiracies seek to conceal. Obviously I can't commit everything to writing, but remember always wear gloves!

Successfully committing a crime is a matter of minimizing risks. First, consider if the action is necessary. Crime should never be your first resort, always your last. Habitually breaking the law is bad; there is no sense taking any unnecessary risks in this profession.

If you must do it, then pick your time and place carefully. Essentially, if no one discovers that a crime has been committed, then it wasn't. The best location to perform the more unsavory crimes is far away from the prying eyes and ears of civilization. However, most situations call for the crime to be committed wherever the information is, such as an office. Remember what I said about getting into places simply by walking in and acting confident. Use this approach whenever possible.

If you have someone that is doing things illegal, it is difficult for them to bring the law down on you. If you steal from a gun smuggler, they usually can't run to the cops. This is fine as far as it goes, but remember what I said before about the mob.

Crimes are best executed quickly so they are usually solo affairs. However, a lookout is a valuable asset if you know someone you can trust with your life. Choose your accomplices carefully.

Crime is a fact of life so don't worry too much about it. It's all part of the job. ■



1920s FORENSIC ARTS

Super Visum Corporis.

Forensics in the 1890s, Forensics in the 1920s,
The Coroner, After Death.

Also known as medical jurisprudence, forensic pathology is the study of medicine as applied to matters of law. It was first practiced by the Greeks who in 500 B.C., established that only physicians, not laymen could give testimony regarding the cause of a death. Medical expertise has been applied to various legal issues ever since, but it was not until the 19th century that medical and technical advances made forensic pathology indispensable to the field of criminal investigation, particularly in cases of violent death.

The First Period: 1890-1900

Between them, Jack the Ripper and Sherlock Holmes inflamed the imagination of the Western world. With equal enthusiasm, readers devoured accounts of real-life crime (especially murder) and detective fiction. Readers were particularly eager to know what tricks of detective skill or medical science the police employed to trap a dastardly culprit. Ordinary doctors, gun shop owners, and insect collectors became overnight celebrities because police asked for their advice to help solve cases. The same could happen to *Call of Cthulhu* investigators, should they become involved in a normal murder investigation.

The study of medical jurisprudence was well-established in 1890. Formally appointed forensic pathologists did not exist, but there were a few doctors well-versed in anatomy who had made “morbid pathology” their business. A good doctor of the time could usually distinguish between death by natural causes, by accident, by suicide, or by murder. Often particular points of a death could be determined weeks or even months after it had occurred.

Investigators may not care about the particulars, but the keeper (in the guise of the courts of the day) certainly should. If, for example, a victim died quickly of stab wounds, the defendant could claim that he had stabbed in self-defense, without meaning to kill. But if a discerning doctor could prove that the unfortunate victim had been left to bleed to death, then a verdict of deliberate murder is most likely.

If the body was fresh (a day old at most), the time of death often could be determined within an hour or two. If the body was older (a week, say), the time of death could be figured only to within a day. Other clues might be found on the body. It might bear the impression of the killer’s hand, as in the case of a strangling; this would give the pathologist a good idea of the killer’s size.

It might also be possible to tell if the killer were right- or left-handed. If a knife or other weapon was used, the pathologist could describe it with a fair degree of accuracy by

studying the wounds. Samples of the murderer’s hair, blood, skin, or clothing might be found on the victim’s body, perhaps lodged under the fingernails or clenched between the teeth. Finally, the body (or its clothing) might bear marks, such as abrasions from dragging, which indicated the killer’s actions (and therefore his intent) after the murder.

In fact, by 1890, the science of forensic pathology had advanced about as far as the unaided eye would allow. Further progress would have to be made in microscopy, immunology, and spectroscopy. Still, most police departments had no pathologists on their staffs, and had to call in practicing physicians for advice.

Few coroners had medical training, and those who did were trained in clinical pathology (the treatment of living persons) rather than morbid pathology. Their determinations in cases of homicide were triumphs of ingenuity rather than science. Coroners frequently called in physicians for second opinions, and relied on the advice of specialists in toxicology, entomology, or similar arcane studies.

In the 1890s private investigators might enter directly into a murder case if they possessed high skills in Biology, Chemistry, Medicine, Natural History, or Pharmacy. Chemistry, Medicine, and Pharmacy can be used, for instance, to identify poisons. Spiritualists, phrenologists, or other quacks might also figure prominently, making some courtrooms a regular circus.

THE ANTHROPOMETRY SYSTEM

The established Victorian method of criminal record-keeping, the anthropometry system, was introduced by Alphonse Bertillon in 1882. This system included a detailed written or verbal description of the criminal: his or her general appearance, notable mannerisms, scars and other distinguishing features and so on. Then painstaking measurements were made of those body parts thought to be fixed in adulthood: the length of certain fingers, dimensions of the jaw, diameter of the head, and so on. Finally, if possible, the criminal was photographed in front of a grid or other measuring scale, to confirm the written measurements.

Sadly, this three-fold system was proving unwieldy in 1891. Because of the number of variable measurements and descriptive terms, as many as 30 separate files, completely cross-indexed, needed to be maintained in order for the system to be effective. Few police departments were equal to the task. Matching the criminal with his file was equally difficult, since it required that there be a witness to the crime, and that the witness describe the criminal with scientific accuracy. Not many victims could tell one, for instance, the diameters of their assailants’ heads. By 1895,

police departments were looking for a better system. The scaled photographs proved useful, however, and are still effective today.

BLOOD AND BLOOD TYPES

Blood typing was unknown in the 1890s. Pathologists had access to the benzidine test, which could be applied to suspicious-looking stains. A positive reaction (denoted by a blue-green color) indicated that the stain was blood. A few substances other than blood also have a positive reaction, but these were rare enough to be discounted in most investigations. The test required only a minute amount of blood; even dried blood would do if it was not old or contaminated. By 1895, the test had been refined in sensitivity and gave fewer false results, it was even used successfully on laundered bloodstains. The benzidine test was easy to perform. Any investigator with a Chemistry skill of 25% or higher could do it.

If a larger amount of blood was present, it could be collected and subjected to the precipitin test. This procedure, which grew out of immunology research in the 1880s, involved injecting a rabbit or other small animal with human blood and blood extracts over a period of time. The animal then developed a reaction against human blood. The suspect stain was then added to an extract of the rabbit's blood. If the stain was human blood, a grayish precipitation barrier would form between the two substances within about twenty minutes. The precipitin test was more precise, but also more limited. It required more blood than the benzidine test and the blood, while it could be dry, had to be very fresh. Forty-eight hours was about the outside limit. Older blood could not be tested reliably. Moreover, the blood of certain apes gave the same positive reaction as human blood. Apes figured into few murder cases, however, and the precipitin test was considered strong evidence in court.

Player-investigators won't be able to often administer the precipitin test, not because the test is difficult, but because sterile equipment and previously-injected rabbits are needed.

FINGERPRINTS

Fingerprinting was not much used in the 1890s, though Juan Vetchich introduced the first fingerprint registry in 1891. Under his system, fingerprints were divided into four classes: internal loops, external loops, whorls, and arches. Unusual features were noted case by case. Again, the problem lay in filing, and later finding, the prints. In order to identify a criminal, it was necessary to compare a set of fingerprints left at the scene of the crime with every set of prints filed under the same class. This might be done by superimposing slides from two magic lanterns, but more often it was done by hundreds of men with magnifying glasses.

Usually it was not done at all, except as a last resort. It was easier to round up all the suspects and take their prints as needed. "All the suspects" had a broad meaning. In a murder case, for example, a round-up might include pick-pockets, prostitutes, mental patients, and hobos, plus anyone previously arrested for carrying illegal firearms, disturbing

the peace, or just acting suspicious (keepers take note). As often as not, such roundups failed to produce matching prints. But, if a match was made, a conviction was not far off. By the middle of the decade, every major police department included fingerprints as part of a criminal's file.

PHOTOGRAPHY

Police were photographing the scene of the crime, especially in the United States. The poor quality of some of these photographs suggests that the officers were more enthusiastic than skilled, particularly in their use of flash powder. But high art was not required. Even a bad photograph would end debate on important points, such as the location of the weapon in relation to the body. Larger police departments soon learned that it paid to have an expert staff photographer. Smaller departments could at least train officers in the essentials of good photography. If circumstances allowed, a professional photographer might be called in: an avenue for player-investigators with high Photography skills to become involved in a case.

OTHER CLUES

Ballistics was a limited study in the 1890s. An expert could identify the caliber of a gun by its bullet, and might be able to name the manufacturer. From the location of the entry wounds and the presence or absence of powder burns, he could often tell the relative positions of killer and victim. Usually an ordinary doctor needed to make such determinations, however, because ballistics experts were even rarer than forensic pathologists.

Human hair helped to obtain a few convictions, but was of limited use in investigations. Even the best doctor could only say that one strand of hair was very similar to another, of the same color and length. In court, hair was considered strong, but circumstantial, evidence. One advantage of hair is that it clings tenaciously to natural cloths such as wool and cotton and often survives conventional laundering.

Dental records were unorganized, if they existed at all. Laundry marks were much more useful in identifying a victim, and sometimes the murderer.

The Second Period: 1920-1930

The forensic pathologist of the 1920s had much in common with his predecessor of the 1890s. He still worked long hours at a gruesome and difficult job. He was still underpaid. But he had better tools to work with. The microscope had been greatly improved to show more detail more clearly. The spectroscope, strictly experimental in the 1890s, was now able to identify brands of gunpowder or unusual chemicals. The chemicals used in forensic testing were more refined and less prone to error-making contamination. When in doubt, the pathologist now had educated peers from whom to ask advice. The pathologist no longer practiced a science of his own devising: he had colleagues and probably students as well.

Respected freelance pathologists existed, a good occupation for an investigator-doctor.



Police were better-trained as well. It was more difficult to become a police officer, and much more difficult to become a detective. A metropolitan detective usually had to take additional training in skills such as psychology, interrogation, dictation, photography, and first aid. Police were also better-armed, for many countries, including Great Britain and the United States, suffered a wave of violent crime following World War I, behavior normal to any society following a major war.

In the U.S., this crime wave was aggravated by the organized crime resulting from Prohibition. Criminals began to use guns and automobiles, and police were forced to do the same. Most police cars and weapons were powerful military-surplus models, and many soldiers went on to become police officers. The phrase "Stop, in the name of the Law!" became "Stop, or I'll shoot!"

BALLISTICS

Charles E. Waite, of the New York State Prosecutor's Office, was the first person to collate ballistic data, analyzing guns from both home and abroad. His studies made it possible to use slugs and spent cartridges to identify the particular gun from which a bullet was fired. By 1922 Waite's work resulted in the formation of the New York Bureau of Forensic Ballistics. Here Phillip Gravelle adapted the comparison microscope to ballistic use while John Fisher invented the helixometer used to closely examine the interior of gun barrels.

Accurate identification depends on the condition of the slug retrieved. Usually the caliber can be determined by size and weight. Even the specific make of gun might be identified, using the pattern of microscopic grooves left on the slug by the rifling of the pistol or rifle. Some slugs are so damaged that even accurate identification of caliber is difficult.

Note that shotgun slugs or pellets bare no specific marks. However, shotgun casings may bear marks from the weapon's firing and ejection mechanisms, allowing for a possible match.

In the case of a shooting death, the distance from which the weapon was fired can often be gauged by evidence found near the wound, sometimes an aid in determining whether a death was suicide or murder. A star-shaped burst

in the skin around the wound indicates the muzzle was held directly against the body when fired. Soot smudges, easily wiped away, are usually found when the weapon was discharged less than twelve inches from the victim. At longer distances, sometimes up to three feet, the skin is "tattooed" by small powder burns that do not wash or wipe away. Sometimes it was possible to analyze the powder and determine the manufacturer.

ESTABLISHMENT OF BLOOD TYPES

In 1901, Karl Landsteiner discovered the four basic blood types: A, B, AB, and O. Landsteiner's research was originally intended to prevent violent reactions to blood transfusions.

Like the precipitin test, blood-typing tests relied on one type of blood reacting against another. Type A blood reacted against type B blood by forming a clot, and vice versa. AB blood reacted against no other type, but all other types reacted against it. Type O reacted against any other type, but was never reacted against. A given bloodstain had to be tested twice (for both blood types A and B) and the tests might have to be repeated two or three times to confirm the results, so a lot of blood was required. Only the four blood types were known in the 1920s. The Rh factor was unknown until 1940.

Blood typing was not used as a law enforcement tool until 1923 when the Italian, Latte, discovered an easy method for checking blood type using only the smallest of samples. After using his method to solve a couple of baffling cases, a conference held in West Germany in 1926 publicly recognized the usefulness of Latte's methods.

By 1925 Japanese researchers are discovering that a large percentage of the population are "secretors," people whose blood type can be determined from samples of other bodily secretions including saliva and semen. A Japanese murder is solved in 1928 using this knowledge. It should be noted that secretion samples must be reasonably fresh to produce reliable results.

In America, it is 1934 before the first major police chemical and toxicological laboratory is established in New York, and 1938 before the first serological laboratory is equipped to study bloodstains in the manner pioneered by European criminologists.

Still of limited use are the thousands of blood spatter samples created by the Frenchmen, Florence and Fricon. These cards show examples of blood that has been dripped, splattered, sprayed by artery, or thrown by different sorts of weapons.

THE FINGERPRINT REGISTRY

Also in 1901, Edward Henry was made Assistant Commissioner of Scotland Yard's criminal investigation Department. He wasted no time in introducing a fingerprint registry system which he had developed in India while serving as Inspector General of Police. His system was similar to Vetuchich's, but differed in one vital respect: under Henry's system, each fingerprint was described numerically. That is, each of the four kinds of fingerprint was



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assigned a number. Another number indicated how many ridges the print had, yet another indicated their spacing, still another the type and location of scars or other notable features, and so on. In the end, each print was described by a long formula, and could be filed numerically. If a fingerprint was found at the scene of a crime, its formula could be quickly worked out and it would then be compared with known prints having the same or very similar numbers. This might be as few as ten or fifteen print sets out of a file of thousands.

In its first year, Edward Henry's fingerprint registry identified 1,700 criminals, thrice as many as the Bertillon system in use the previous year. By 1920, Henry's system was used all over the world. The Bertillon system was discarded. Only the useful scaled photographs survived. Police took prints of every person who was arrested, even on the most trivial offense, in case the prints showed up later. Investigators who are arrested (not necessarily convicted) for any reason had best beware: the police just might take fingerprints from all those pickaxes and shotguns found in the old cemetery.

PHOTOGRAPHY

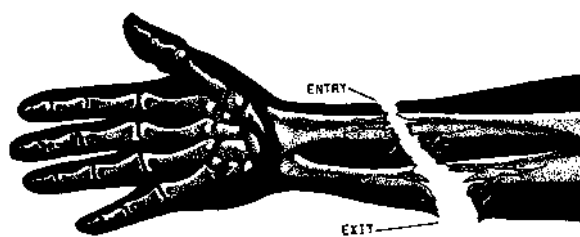
Photography was proving even more useful in police work. Detectives were better-trained in the use of a camera, and the camera itself was lighter, sturdier, and more reliable. In the darkroom, photographers experimented with developing techniques to extract more information from a photograph. They might increase contrast to distinguish between vague details, such as wrinkles and bloodstains on a pillow, for instance, or they might enlarge part of a photograph to reveal details of a man's face.

Photography using X-rays (radiology) and ultraviolet light (fluoroscopy) usefully supplemented visible-light photography: visibly similar substances often reflected radiation of different wavelengths differently. For instance, detectives might be faced with two seemingly identical documents, one genuine, the other a modern forgery. One paper might glow brightly under ultraviolet light while the other did not. Metals in modern inks blocked X-rays; natural inks would not. In addition, X-rays could be used to inspect suspicious packages or fragile corpses. Ultraviolet light could reveal the presence of dried stains, including blood, semen, or urine. Even thoroughly laundered blood, undetectable by any other means, could be spotted under ultraviolet light.

Some police departments employed stereoptic (3-D) cameras, which had been used during World War I to pinpoint factories and other installations. They were of some use in forensic analysis. Triangulating the double camera images ended any dispute about size, distance, or location. Unfortunately, 3-D photography has always had a spotty history, and the technique was never widely used.

OTHER KINDS OF EVIDENCE

Human hair was still a dubious clue. In a few cases hair similar to the victim's was found on the suspect, and hair similar to the suspect's on the victim. This was considered extremely convincing evidence. Pubic hair was particularly damning.



Bullet Fracture of Right Forearm

An English murderer is convicted on the basis of soil samples taken from his shoes and matched to soil from the murder scene. A report on the investigation, outlining methods of soil identification, is published in 1918.

In France, a murderer confesses to a crime when presented with evidence of his involvement gained from examining the dust on his clothing. In Berkeley, California, a vacuum cleaner is being used to accumulate microscopic evidence before 1920.

Dental records had been used to confirm the identity of some victims, but no one had been identified on the basis of dental records alone. Dentition had never been used to identify a murderer. Styles of laundry marks and laundry mark codes—indelible abbreviations on the inside of collars, etc., still used by many commercial laundries to identify the ownership of garments once they have been cleaned—were handy in identifying John/Jane Doe victims. Since some customers disliked having numbers stamped all over their clothes, some laundries began using invisible ink, which could be revealed under an ultraviolet light.

Handwriting was being studied extensively in the 1920s. An expert could determine whether two documents had been written by the same person, even if the handwriting were disguised. He might be able to determine a writer's education and psychological constitution.

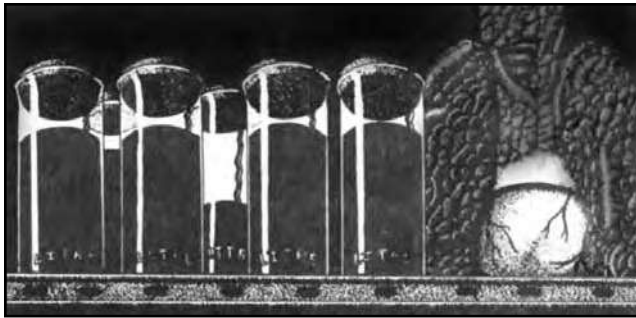
Police departments throughout the world recognized the effectiveness of undercover agents and informants, techniques pioneered by Scotland Yard in the late 1890s. Investigators in disguise or with appropriate foreign language skills might be approached by police detectives for help on a case. This is a good way for investigators to get minor criminal offenses off the books. Trading aid for the dropping of charges is a typical informer ploy.

Public appeals for help always enjoyed some success, especially if a reward was offered. Motion-picture theaters made this technique even more effective. Along with previews and news clips, movie-goers might be treated to a picture of a murder victim, as well as with an appeal for clues to his or her identity. Keepers may find this a fool-proof way to get sluggish player-investigators into a case.

The Coroner

The office of coroner is an English invention first mentioned in the Articles of Eyre (1194 A.D.), but probably instituted earlier. The coroner investigated





Average Human Blood Volume is 5.5 liters

deaths, particularly violent deaths, on behalf of the Crown. It was his duty to determine if foul play was involved and to attend to the distribution of the dead man's estate. This ensured that local sheriffs were not murdering the king's loyal subjects and grabbing their lands.

As it happened, this useful office survived the feudal system which created it. The Coroner's Act (1887) redefined the British coroner's duties to suit modern needs, and is the model for the office in the United States.

In theory, it is the coroner's responsibility to assure the propriety of any death occurring in his county or district. In practice, the coroner only holds inquests in cases of sudden or suspicious death, including such common occurrences as traffic accidents, fires, etc. In these cases, the coroner's report serves chiefly to determine liability. The coroner also investigates deaths which smack of suicide or murder. If a physician, for any reason, refuses to issue a death certificate, the coroner holds an inquest. The death of any unknown person, or any death occurring in a prison, earns the attention of the coroner.

Inquest Procedures

An inquest resembles a trial in some respects. A jury of twelve laymen (possibly player-investigators) is drawn up, the coroner acts in the capacity of a judge, except that he is allowed to instruct the jury in matters both of fact and of law. The inquest is to be conducted *super visum corporis*, upon view of the body. Originally, this was taken to mean that the entire jury had to witness the autopsy. To laymen without medical training, watching a post-mortem examination was unpleasant and not instructive, and some jurors flatly refused to do it. In recognition of this, England's Coroner's Amendment Act (1926) reinterpreted the law to mean that only the coroner himself needed to attend the autopsy. The jury needs only to view the results, not the actual corpse.

A full autopsy includes: identification and tagging of the body; measuring and weighing; an external examination noting all wounds and other marks; dissection and examination of the internal organs; toxicological examination of body fluids and organs; and examination of the stomach's contents.

Evidence is given under oath, and some court rules (like perjury laws) apply, but proceedings tend to be informal, since the civil rights of a suspect are rarely involved. In fact, an inquest does not normally concern itself with sus-

pects at all. The purpose of an inquest is only to determine when, how, and by what means the deceased met his death, whether by natural causes, disease, accident, suicide or murder. The coroner has the right to indict a suspect, but rarely does. If police arrest a suspect, the coroner usually adjourns the inquest till a court hearing is held. The autopsy is still performed as soon as possible.

The Coroner's Amendment Act required that a coroner be a barrister, solicitor, or physician. The same is generally true in the United States. Though barbers, dog catchers, and carpenters serve as coroners, most are doctors or lawyers. Other specific duties of the coroner vary by district. In harbor towns, for example, the coroner may determine liability and distribution of goods in the event of shipwreck. The London Fire Act (1888) provides that London coroners make similar determinations in cases of death by fire. In most of the United States, the coroner takes over as Chief of Police if that officer is unable to perform his functions. In no event, however, can the coroner be affiliated with the prosecution or district attorney's office. In all the states, the coroner can order an autopsy at will, and can instruct the sheriff to exhume a corpse.

The Office Of Coroner

The institution of the Coroner's Office is found only in English-speaking countries, and not in all of them. In Scotland, the office exists under the title of Procurator Fiscal. In Germany, the coroner's duties are split, with a legal administrator handling matters of law and a doctor attending matters of medical fact. In France, a jury of twelve medical and legal experts is drawn up each year. In effect, this amounts to a panel of twelve coroners, operating under its own direction.

In the United States, there have always been problems with the Office of the Coroner, including charges of corruption, apathy, incompetence, and ignorance of the law. The largest problem has been that coroners are often not medical men—they consult medical experts if they feel the situation warrants it. Of course this means that the coroner sometimes misses evidence suspicious to a qualified pathologist.

In some states, the Office of the Coroner has been abolished in favor of an Office of the Chief Medical Examiner. This office is just what it sounds like, a strictly medical office responsible for investigating causes of death. Elsewhere, the Coroner's Office exists in a variety of forms. Some states have the equivalent of a Chief Medical Examiner, but he is still called a coroner. In some states a coroner must be a qualified physician and demonstrate a working knowledge of the law. In other states, an applicant must merely state that he is not a convicted felon. Finally, some counties elect their coroners, and other appoint them.

Keepers have free hands in generating non-player coroners. When in doubt, lean towards the medical, since this seems to be the trend.

Do not confuse the coroner with the forensic pathologist. The two are sometimes the same but, in general, the coroner is an officer of the law who is familiar with medi-

cine, while the forensic pathologist is a doctor who specializes in matters of law.

After Death

An adult human of 150-160 pounds contains nearly six quarts (about five liters) of blood. Dead bodies do not bleed; they drain. As soon as the heart action stops, blood begins to pool in the lower parts of the body. It begins to clot within an hour or two, and discolors the skin. (This is how forensic pathologists can tell if a body has been moved.) The discoloration is called post-mortem lividity. It should not be confused with bruising. Bruising can occur before or after death. It can be distinguished from post-mortem lividity by cutting the skin. If the blood has escaped from smashed vessels, it is a bruise. The amount of blood which has escaped tells the pathologist how long before or after death the bruise was inflicted.

A living person has a normal temperature of 98.6°F. A corpse cools to the surrounding temperature within about twenty-four hours. Cold weather speeds cooling; fat and clothing slow it. One degree per hour is a good rule of thumb for the cooling rate. Immediately after death the body becomes very limp and relaxed.

Rigor mortis may set in as quickly as fifteen minutes after death, or as slowly as 14 hours afterwards. Usually it takes place in five or six hours. Rigor mortis affects the upper parts of the body first, and takes about six hours to creep down the corpse. It begins to disappear in about 30 hours, starting again at the upper part of the body. It is generally gone within 36-40 hours.

As a condition, rigor mortis is often confused with cadaveric spasming. Cadaveric spasming is an immediate stiffening of the body, caused by great tension at the time of death. This is what causes the suicide to clench the weapon in his hand. It is impossible for a murderer to successfully simulate this. Cadaveric spasms can also be caused by severe shocks to the nervous system, as in the case of a blow to the head.

Flies might lay eggs on a corpse within ten minutes and maggots may be feeding with 24 hours. Eggs are usually laid on moist parts of the body first, as under the lips and eyelids. Insects of one kind or another are always present within 24 hours, as long as the outside temperature is above 40°F. The body begins putrescence in three to five days. Heat and humidity speed this process. In tropical climates, putrefaction may occur within a day. Generally, a body completely rots in five to nine weeks. Blood decays about three times as fast as the body. Bones, of course, may last for decades and, in very dry climates, the corpse may mummify.

After about a week, the body may become bloated with gas. The gas slowly escapes over the next few days, and the tissues collapse and become fetid. Blisters filled with fluid or gas sometimes form on the skin. Raised or suspended limbs darken and wither within a week. Skin covering the abdominal organs turns a greenish color. In some cases the whole body becomes phosphorescent.

SUICIDES

In suicide cases, women seem to prefer razors, ligatures, and poison. Men prefer knives and guns. A cut across the wrist and throat is usually accompanied by small "hesitation marks." If a gun is used, the suicide usually moves clothing out of the way, so that the muzzle can be placed directly against the skin. Women rarely shoot themselves in the face, but men do.

It is not possible to strangle oneself with the bare hands. A suicide may hang himself with a ligature, or drug himself and lean against an edge, like a coffee table. Hanging is an extremely rare form of murder.

POISONS

Poisons are not as subtle as is generally imagined. Strychnine, for example, causes hours of agonizing convulsions, alternating with periods of paralysis. A little research in this matter can reward the keeper with realistic and grisly poisonings. Different poisons have been popular at different periods of time, often because the poisoner thinks the substance not detectable. Opiates were popular in the 1890s, especially among suicides. Pest killers were popular in the 1920s. Arsenic is a proven favorite, and has been through the decades. ■



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A master list of occupations.

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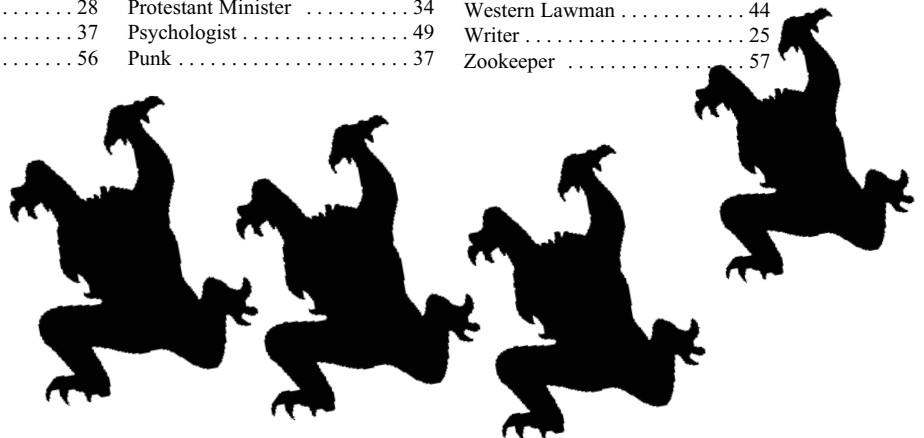
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1920s



Investigator Name _____
 Occupation _____
 Colleges, Degrees _____
 Birthplace _____
 Mental Disorders _____
 Sex _____ Age _____

Characteristics & Rolls

STR _____ DEX _____ INT _____ Idea _____
 CON _____ APP _____ POW _____ Luck _____
 SIZ _____ SAN _____ EDU _____ Know _____
 99-Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insane 0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

Unconscious 0	1	2	3				
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Hit Points

Dead -2	-1	0	1	2	3		
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Player Name:

Horror Roleplaying
in the Worlds of
H.P. Lovecraft



Investigator Skills

<input type="checkbox"/> Accounting (10%) _____	<input type="checkbox"/> Law (05%) _____	
<input type="checkbox"/> Anthropology (01%) _____	<input type="checkbox"/> Library Use (25%) _____	
<input type="checkbox"/> Archaeology (01%) _____	<input type="checkbox"/> Listen (25%) _____	
Art (05%):	<input type="checkbox"/> Locksmith (01%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Martial Arts (01%) _____	
<input type="checkbox"/> _____	<input type="checkbox"/> Mech. Repair (20%) _____	
<input type="checkbox"/> Astronomy (01%) _____	<input type="checkbox"/> Medicine (05%) _____	
<input type="checkbox"/> Bargain (05%) _____	<input type="checkbox"/> Natural History (10%) _____	
<input type="checkbox"/> Biology (01%) _____	<input type="checkbox"/> Navigate (10%) _____	
<input type="checkbox"/> Chemistry (01%) _____	<input type="checkbox"/> Occult (05%) _____	
<input type="checkbox"/> Climb (40%) _____	<input type="checkbox"/> Opr. Hvy. Mch. (01%) _____	<input type="checkbox"/> Sneak (10%) _____
<input type="checkbox"/> Conceal (15%) _____	Other Language (01%):	<input type="checkbox"/> Spot Hidden (25%) _____
Craft (05%):	<input type="checkbox"/> _____	<input type="checkbox"/> Swim (25%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> Credit Rating (15%) _____	Own Language (EDUx5%):	<input type="checkbox"/> _____
<input type="checkbox"/> Cthulhu Mythos (00)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (01%) _____	<input type="checkbox"/> Persuade (15%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (DEX x2) _____	<input type="checkbox"/> Pharmacy (01%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%) _____	<input type="checkbox"/> Photography (10%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Electr. Repair (10%) _____	<input type="checkbox"/> Physics (01%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%) _____	Pilot (01%):	Firearms
<input type="checkbox"/> First Aid (30%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Handgun (20%) _____
<input type="checkbox"/> Geology (01%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Machine Gun (15%) _____
<input type="checkbox"/> Hide (10%) _____	<input type="checkbox"/> Psychoanalysis (01%) _____	<input type="checkbox"/> Rifle (25%) _____
<input type="checkbox"/> History (20%) _____	<input type="checkbox"/> Psychology (05%) _____	<input type="checkbox"/> Shotgun (30%) _____
<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Ride (05%) _____	<input type="checkbox"/> SMG (15%) _____

Weapons

melee	%	damage	hnd	rng	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist (50%)	_____	1D3+db	1	touch	1	n/a	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	special	2	touch	1	n/a	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Head (10%)	_____	1D4+db	0	touch	1	n/a	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	1D6+db	0	touch	1	n/a	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	<input type="checkbox"/> _____	_____	_____	_____	_____	_____	_____	_____

Personal Data

Investigator Name _____	Episodes of Insanity _____
Residence _____	_____
Personal Description _____	_____
_____	Wounds & Injuries _____
_____	_____
Family & Friends _____	Marks & Scars _____
_____	_____
_____	_____
_____	_____

Investigator History



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Income & Savings

Income _____
Cash on Hand _____
Savings _____
Personal Property _____

Real Estate _____

Adventuring Gear & Possessions

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mythos Tomes Read

_____	_____
_____	_____
_____	_____
_____	_____

Investigator History



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Magical Artifacts/Spells Known

Artifacts _____	Spells _____
_____	_____
_____	_____
_____	_____

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