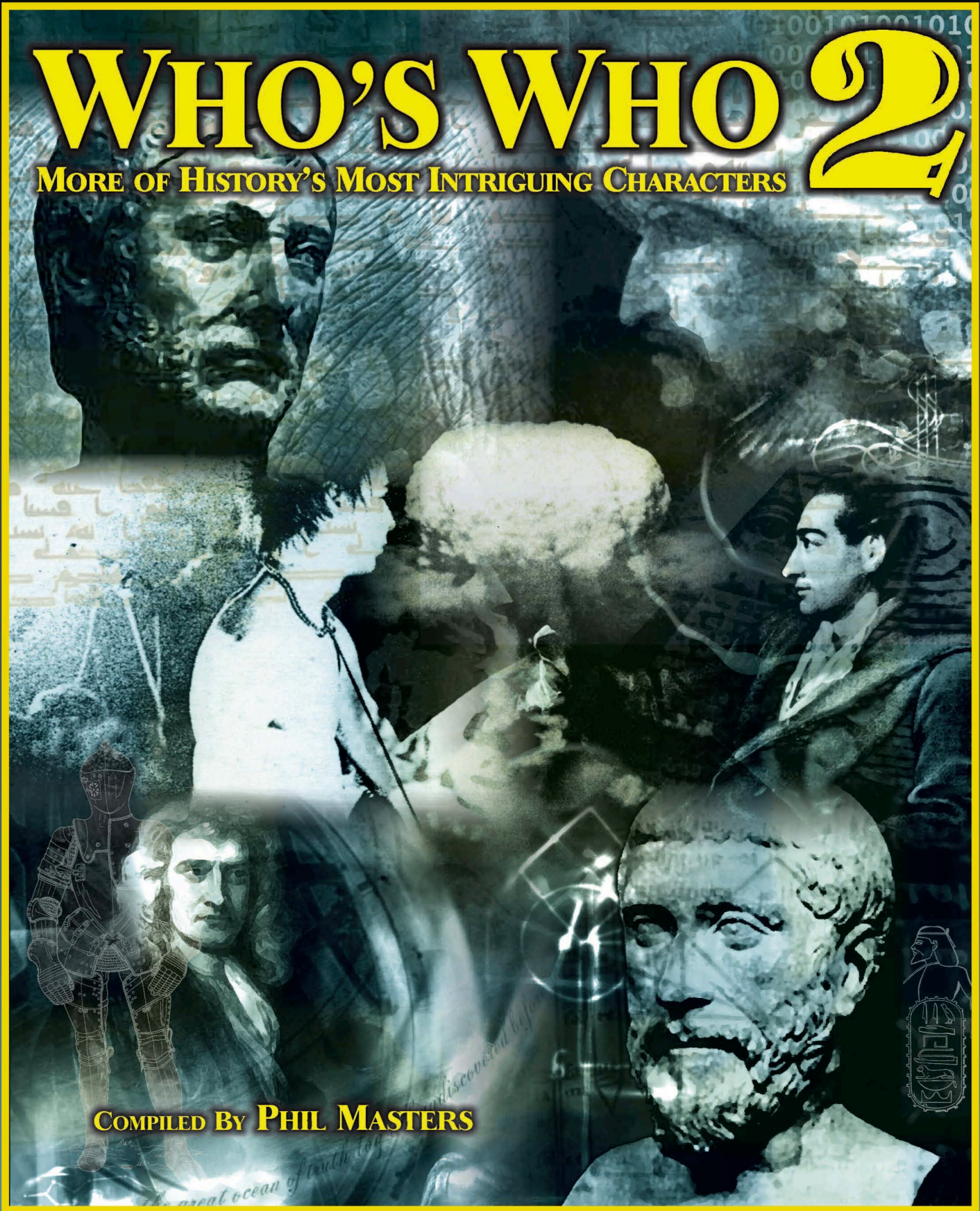


G U R P S[®]

WHO'S WHO 2

MORE OF HISTORY'S MOST INTRIGUING CHARACTERS



COMPILED BY PHIL MASTERS

STEVE JACKSON GAMES

MORE REAL CHARACTERS

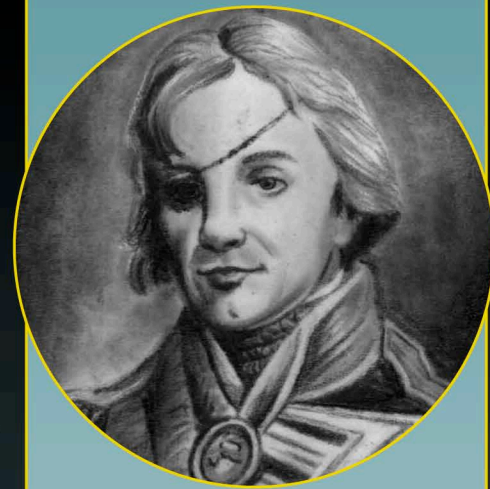
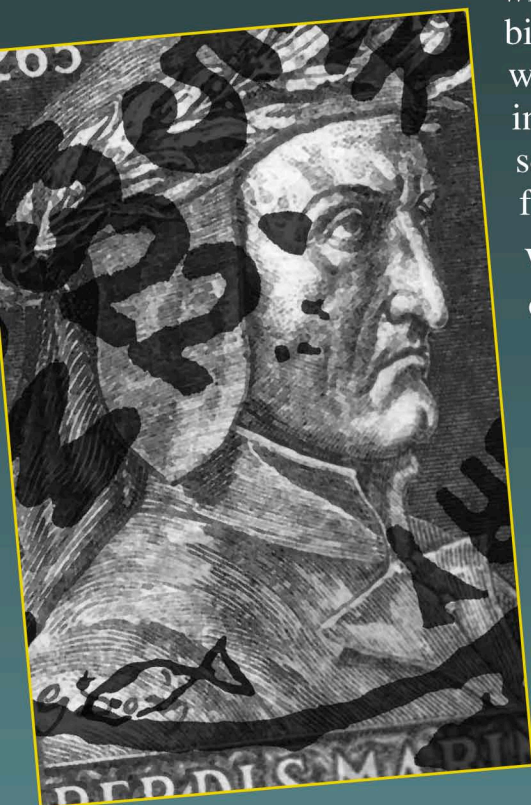
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GURPS Basic Set and *Compendium I: Character Creation* are required to interpret the character statistics in this book. *GURPS* GMs may wish to use this supplement in conjunction with *GURPS Time Travel*, but the biographical information in this book is not tied to a specific setting or set of rules, and can be used to enhance any campaign.

WHO'S WHO 2 WHO'S WHO:

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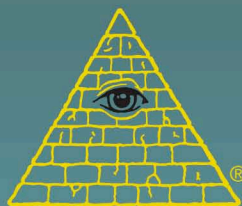


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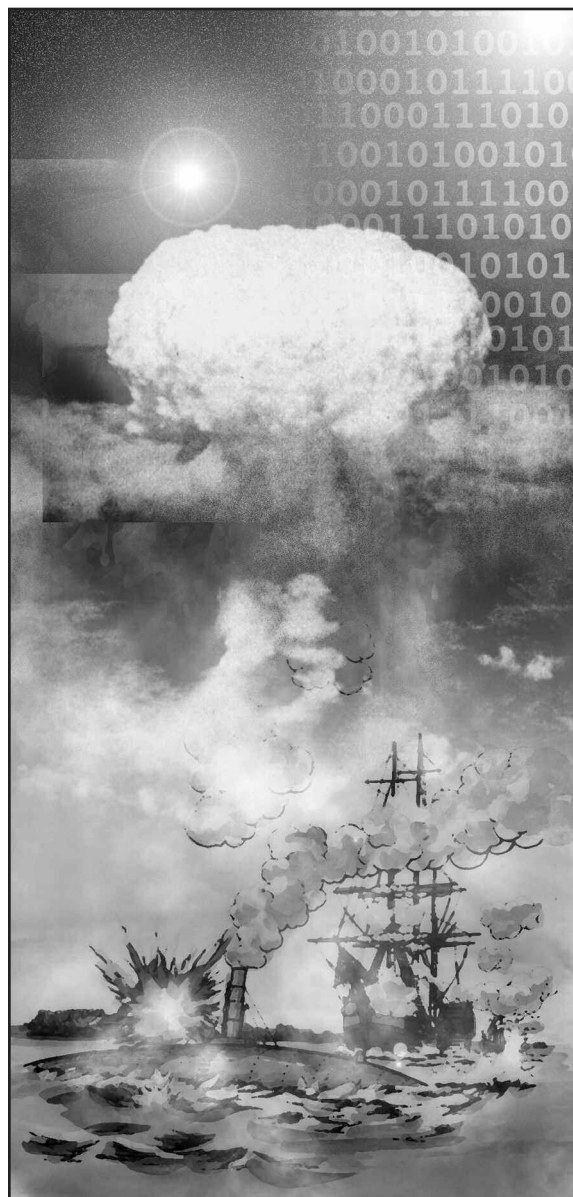
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STEVE JACKSON GAMES

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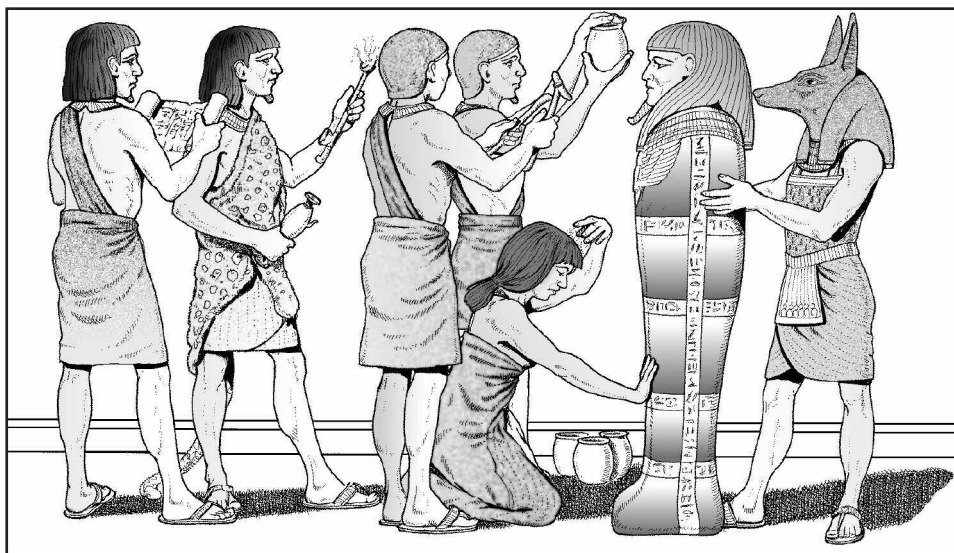
INTRODUCTION

ABOUT GURPS

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

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

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



ABOUT THE COMPILER

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

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

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

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

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

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

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

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

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

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

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

PAGE REFERENCES

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

The Character Conversion Process

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



SELECTION CRITERIA

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

REALISM

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

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

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

GAME MECHANICS

Attributes and Advantages

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

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

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

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

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

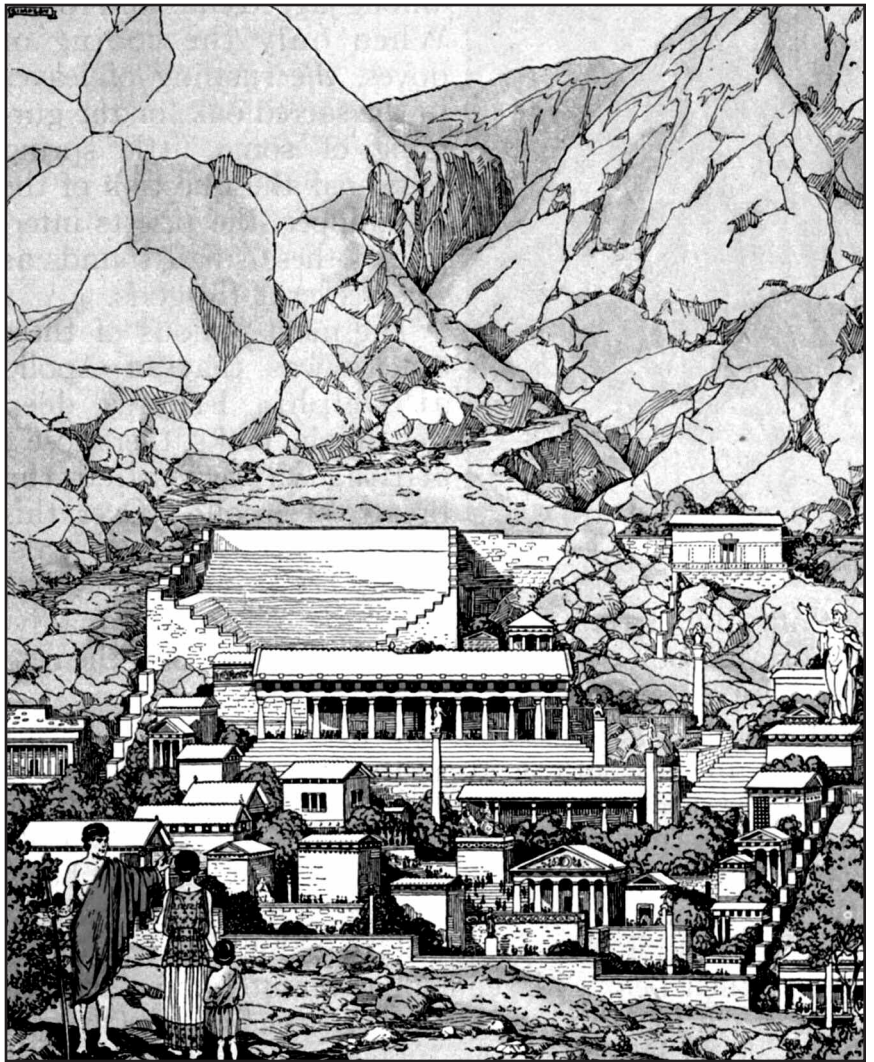
Disadvantages and Quirks

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

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

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

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



Skills

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

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

Cleopatra

Total Points: 191½

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

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

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

Advantages

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

*Includes +3 from Wealth.

Disadvantages

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

Quirks

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

Skills

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

Languages

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

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

BIOGRAPHY

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

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



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

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

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

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

Encountered

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

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

– andi jones

Further Reading:

Grant, Michael: *Cleopatra*.

Foss, Michael: *The Search for Cleopatra*.

Shakespeare, William: *Antony and Cleopatra*.

WHAT IF?

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

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



CRITICAL JUNCTURES

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

LAND OF MYSTERY

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

Le Comte de Saint-Germain

Total Points: 219½

Born c.1710; died 1784.

Age (seemingly) 50; 5'6"; 140 lbs. A handsome, dark-complexioned, black-haired man of medium build, dressed in simple but exquisitely tasteful nobleman's clothing of black and white, adorned with diamonds.

ST: 10 [-]	DX: 11 [10]	Speed: 5.25
IQ: 13 [30]	HT: 10 [-]	Move: 5
Dodge: 5		

Advantages

Ambidexterity [10]; Attractive [5]; Charisma +2 [10]; Comfortable Wealth [10]; Composed [5]; Courtesy Rank 7 (Russian Army General) [7]; Language Talent +3 [6]; Less Sleep +3 [9]; Manual Dexterity +1 [3]; Musical Ability +2 [2]; Reputation +3 (Gifted alchemist, among European nobility) [7]; Status 5 [25]; Versatile [5].

Disadvantages

Compulsive Lying [-15]; Enemy (Duc de Choiseul, 6-) [-5]; Odious Personal Habit (Vainglorious) [-5]; Reputation -3 (Adventurer, among many government ministers) [-5]; Secret (Bourgeois merchant background) [-5].

Quirks

Eats and drinks little or nothing in public; Even lies about his name and age; Generous; Hints of mysterious royal or magical connections; Talks about history in the first person. [-5]

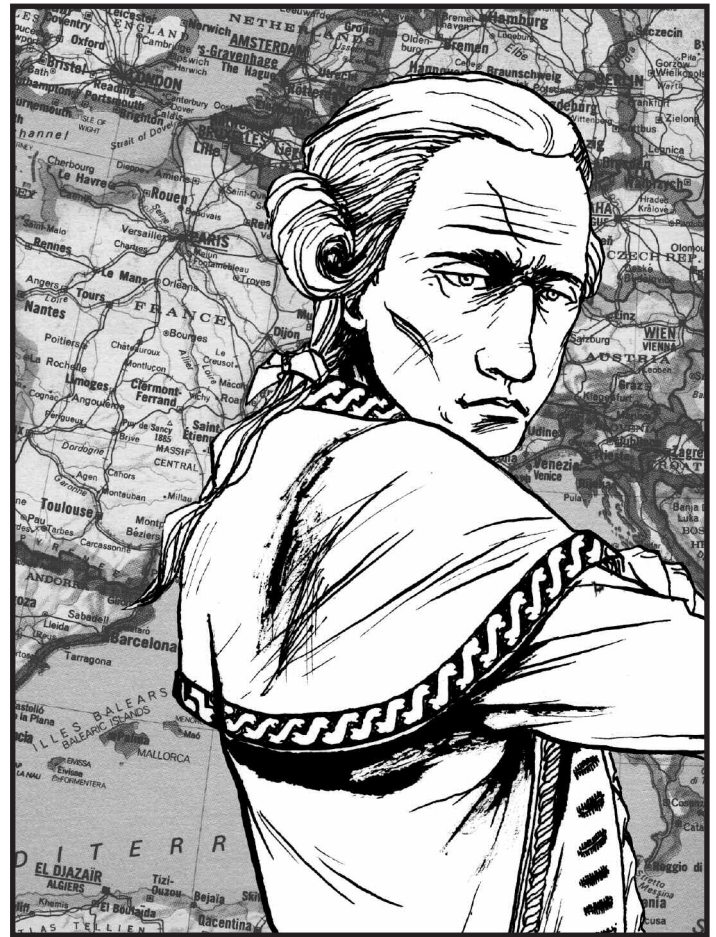
Skills

Acting-15 [6]; Alchemy-13 [8]; Appreciate Beauty-13 [7]; Area Knowledge (Europe)-13 [1]; Artist-12 [½]; Bard-14 [½]; Chemistry-14 [6]; Dancing-12 [2]; Diplomacy-11 [1]; Dyeing-17 [10]; Fast-Talk-13 [2]; Forgery-14 [4]; Fortune Telling-14 [1]; History-13 [4]; Hobby (Bibliophilia)-12 [1]; Jeweler-17 [12]; Leatherworking-12 [½]; Merchant-16 [8]; Musical Composition-14 [1]; Musical Instrument (Flute)-13 [½]; Musical Instrument (Guitar)-13 [½]; Musical Instrument (Harpichord)-13 [½]; Musical Instrument (Piano)-14 [1]; Musical Instrument (Violin)-15 [2]; Musical Notation-14 [½]; Naturalist-14 [6]; Occultism (specializing in Rosicrucian lore)-11/17 [1]; Pharmacy-12 [2]; Physician-12 [2]; Poetry-13 [1]; Profession (Beekeeping)-11 [½]; Riding (Horse)-10 [1]; Savoir-Faire-15 [0]; Singing-12 [½]; Sleight of Hand-12 [4]; Theology-12 [2].

All skills are at TL5 where appropriate.

Languages

Czech (native)-16 [0]; English-16 [2]; French-16 [2]; German-16 [2]; Greek-14 [½]; Hungarian-14 [½]; Italian-16 [2]; Latin-14 [½]; Polish-14 [½]; Portuguese-16 [2]; Russian-14 [½]; Spanish-16 [2]; Swedish-14 [½]



This is a generously cynical view of Saint-Germain during his major itinerant phase, roughly between 1763 and 1774; he can claim Louis XV as a Patron until 1760, and Prince Karl von Hesse-Cassel as one after 1779. In between those dates, of course, Saint-Germain claimed many of the most prominent figures in Europe as Patrons, but the accuracy of such statements is best left to the GM. He should correctly have several Contacts in the lesser nobility and upper mercantile classes, but these are too numerous and changeable to define.

Contemporary Freemasons were sure that Saint-Germain was not of their order, although he has been identified with any number of Masonic and neo-Masonic groups since – adding either *more* Contacts or an Ally Group can reflect a Masonic Saint-Germain. His Status is, of course, imposture – by birth and rank he probably merits Status 1, if that. The skills and languages listed here are restricted to those mentioned in well-supported (and occasionally, openly hostile) contemporary documents. Arguments could be made for the addition of Sanskrit, Chinese, Arabic, Turkish, Persian, and Hindi. Among other talents, Saint-Germain also claimed Meditation and Snake Charming – other contemporary sources add Astral Projection, Fencing, Black Powder Weapons, Naval Strategy, and Spirit Lore. Even a realistic GM might grant Saint-Germain 30-point Eidetic Memory; his prodigious feats of memorization fascinated the French court.

BIOGRAPHY

In 1757, a mysterious figure appeared at the court of Louis XV of France. Calling himself the “Comte de Saint-Germain”, he had vast alchemical powers, of which the ability to repair flawed diamonds was only the most trifling. A gifted conversationalist, his eloquence (and diamonds) gained him Louis’ ear and confidence. When Saint-Germain went to Holland and England on a secret peace mission in 1760, the Foreign Minister Choiseul ruined him by betraying him to the English. Rather than imprisoning or treating with him, London deported him to the Austrian Netherlands; he engaged in many investment projects there but soon moved on, crisscrossing Europe from noble court to alchemical factory and back. In 1779, he became court alchemist to Prince Karl von Hesse-Cassel, the mystically-minded Duke of Holstein. He died in Eckernförde in 1784.

In reality, nobody knows who he was. Most likely, he was a jeweler’s son from Bohemia or Hungary who invented his mystical persona as a selling point for his coloring techniques. He claimed to possess the elixir of youth, probably prompted by a senile Countess’ faulty recollection of seeing him (looking the same age) in 1710. He claimed descent from a family as noble as Louis’ and thus earned Choiseul’s enmity. His “peace mission” may have been a similar fantasy, or simply one of Louis’ harebrained schemes. By then, Saint-Germain was trapped in his own lies (and in those of Casanova and of Choiseul’s spy Lord Gower, both of whom impersonated him, making even wilder claims themselves). He made the best of them, earning substantial profits from a dye manufactory in Flanders and, likely, other confidence games. Frederick the Great refused the bait in 1777, but played along with the joke. Prince Karl’s patronage, although less remunerative, was welcome – Saint-Germain was getting old, and probably tired of grifting.

Saint-Germain was not without actual, honest talents, some quite remarkable. His Russian commission probably resulted from his inventing “Russia Tea,” a medical purgative used by the Russian Navy during a Mediterranean campaign; there is no reason to doubt either his commission or Count Orlov’s gratitude. The top musicians of the day performed his songs and sonatas. His compositions have been compared to those of Gluck, Telemann, and Handel (all of whom Saint-Germain knew), and one appears copied out in Bach’s personal notebooks. There can be little doubt that he independently developed some potentially revolutionary dyeing techniques, which he used (among other purposes) to counterfeit gems. But, given that his talents as a confidence man dwarfed even his musical and chemical abilities, who can blame le Comte for following his true calling?

Encountered

Saint-Germain dresses only in black and white (in public, at least), adorned with diamonds to pique the interest of marks and margraves. He travels under a bewildering array of aliases: Conte Aglié, Marquis d’Aymar, Signor Balletti, Conte di Bellamare, Marquis of the Black Cross, Monsieur Castelane, M. Giovannini, Marquis de Montferrat, Prinz Ragozy, Chevalier Schoening, General Soltikov, Lord Stormont, Graf Tsarogy, Count Welldon, and M. de Zurmont.

– Kenneth Hite

Further Reading:

Butler, E.M.: *The Myth of the Magus*.

Cooper-Oakley, Isabel: *Comte de Saint-Germain*.

Fuller, Jean Overton: *The Comte de Saint-Germain*.

SAINT-GERMAIN . . .

PRINCE OF TRANSYLVANIA

Removing Saint-Germain from history would, realistically, have little effect, except to make it duller. Compulsively interventionist PCs might prefer to place him on a throne he sporadically claimed: that of Transylvania. Prince Franz II Ragozy (or Rákóczy, or Radetsky), defeated by the Austrians in 1708, died in exile in 1735. His firstborn son, Leopold George, had apparently died in 1700 at the age of four. Saint-Germain, and many of his later devotees, claimed that he was either Leopold George or the illegitimate son of Franz II and Princess Violante Wittelsbach de Medici. Putting Saint-Germain on the throne of Transylvania would weaken Austria (and Choiseul, patron of the Franco-Austrian alliance).

This may also be the context in which to note that Chelsea Quinn Yarbro has written a series of novels wherein Saint-Germain figures as a vampire.

ILLUMINATUS

Saint-Germain figures prominently in secret histories. Supposedly a Masonic adept, he established occult lodges wherever he traveled. According to legend, he taught Mesmer, Swedenborg, and Cagliostro; was in Russia during the 1762 revolt that placed Catherine the Great on the throne; was arrested in London in 1745 for conspiring against George II; and may have been the legendary “Professor” in black who designed the flag and seal of the U.S.A. for Masons Washington and Jefferson. He supposedly attended a great 1782 Templar-Masonic Conference at Wilhelmsbad, and one in Paris a year after his “death.” Conspiracy theorists hint that he caused the French Revolution, although his actions and Rosicrucian legend argue that he worked desperately against it (and against the Illuminati behind it).

IMMORTAL

Rosicrucian/Theosophist legend goes still farther, declaring Saint-Germain an Ascended Master, one of the seven Mahatmas who guide the world. Through reincarnation (or a long series of faked deaths) he has been an 18th dynasty High Priest of Ra, the prophet Samuel, St. Alban, Proclus, Merlin, Roger Bacon, founder of Yellow Hat Buddhism Tsong-ka-pa, Christian Rosenkreutz, Transylvanian hero Janos Hunyadi, Columbus, Sir Francis Bacon, Richelieu’s “Father Joseph,” Noctambule, Okhrana spymaster Rachkovski, and Marcel Duchamp. He appeared on Mount Shasta in 1930 to Guy Ballard, who founded a religious movement (with at least two surviving branches) worshiping him. Saint-Germain’s political enemies identified him as a Jew – a Wandering one?

Adolph Hitler

Total Points: 61

Born 1889; died 1945.

Age 50; 5'6"; 140 lbs. A scrawny German with brown hair, blue eyes, and that mustache.

ST: 10 [-]	DX: 9 [-10]	Speed: 4.5
IQ: 13 [30]	HT: 9 [-10]	Move: 5
Dodge: 4		

Advantages

Comfortable Wealth [10]; Reputation +2 (Champion of the Reich, among devout Nazis and a handful of ultraconservatives elsewhere) [5]; Status 8 [40]; Strong Will +5 [20].

Disadvantages

Bad Temper [-10]; Fanaticism (Self and Nazi cause) [-15]; Insomniac [-10]; Intolerance [-10]; Megalomania [-10]; Paranoia [-10]; Reputation -4 (Honorless hater among most non-Germans and many Germans) [-10]; Stubbornness [-5]; Unattractive [-5].

Quirks

Dislikes alcohol, tea, coffee and tobacco, and poses as a vegetarian; Especially hates the Jews; Fakes a memory for detail he doesn't possess; Often indecisive, but thrives on surprise maneuvers, especially gambles; Somewhat clueless. [-5]

Skills

Administration-12 [1]; Area Knowledge (Berlin)-12 [½]; Area Knowledge (Linz)-12 [½]; Area Knowledge (Munich)-12 [½]; Area Knowledge (Vienna)-12 [½]; Artist-10 [½]; Bard-15 [6]; Diplomacy-12 [2]; Fast-Talk-14 [4]; Guns/TL6 (Rifle)-10 [½]; History-13 [4]; Intelligence Analysis/TL6-12 [2]; Intimidation-15 [6]; Leadership-14 [4]; NBC Warfare/TL6-11 [½]; Performance-16 [6]; Politics-17 [10]; Psychology-16 [10]; Occultism-13 [2]; Running-6 [½]; Savoir-Faire-15 [0]; Savoir-Faire (Military)-12 [½]; Singing-8 [½]; Strategy-12 [2]; Tactics-11 [1].

Languages

German (native)-14 [1].

This represents Hitler as he invades Poland in 1939. History could easily justify giving him some luck-related Advantage; his career demanded more than that, but blind chance was a persistent factor. But Hitler's most elusive quality is the vaunted "charisma" that never showed up in interpersonal situations, only in public addresses. Even that remains nigh inexplicable: His voice irritated the ear and his text wandered turgidly. Part of the appeal stemmed from the show he put on – all drab thugs and flashy banners – but the secret (say those who observed him) lay in his ability to size up an audience and address their innermost needs. (He may also have

mastered a form of stylized German rhetoric that he cast into disgrace by his use of it, so that it is no longer much recognized or effective.) To reflect this, he has been assigned Performance and Psychology rather than Charisma.

Hitler had a degree of control over the SS that was arguably independent of his Status; he could be given Military Rank. Savoir-Faire (Military) reflects his WWI training. Despite all this, his relationship with his generals was shaky.

Even as dictator of Germany, Hitler doesn't collect a very large salary, and his lifestyle is frankly prosaic, but he has access to some comforts – hence the Comfortable Wealth.

BIOGRAPHY

Hitler's luck first manifested 13 years before his birth, when his grandfather acknowledged his bastard son, resulting in the birth of Adolph Hitler rather than Adolph Schicklgruber. "Heil Schicklgruber" might not have shaken the world.

His parents had to obtain church permission to marry, being second cousins. The young Austrian did poorly in school, but showed early signs of preternatural will every time his father suggested the boy follow in his civil-service footsteps. Hitler wanted to become an artist, relocating to Vienna to apply at the academy. His work too mechanical and lifeless, he was rejected. From 1904 to 1913 he lived hand-to-mouth, often in the gutter, maintaining an unclean, bohemian appearance and already forming his political ideas.



HE HADN'T BEEN BORN?

Hitler did more to start history's bloodiest conflict than any other individual, and a simplistic way to avoid World War II would be to eliminate him prior to 1933 or so. But, a Weimar Republic without Hitler still harbors the same dark resentments and frustrations that the Führer honed to his own ends. When Hindenburg dies in 1934, who replaces him at the head of the German state? A more moderate militant might start a similar conflict – sans the psychotic atrocities – and avoid embroiling the United States or even Britain in its affairs.

MOSCOW HAD FALLEN?

The Germans' initial campaign against the Soviets, Operation Barbarossa, sought to invest Moscow. The Wehrmacht reached the capital's suburbs, but fell just short.

If Moscow had fallen, with the impact on Soviet production and morale that Hitler had envisioned (many argue he was optimistic on both points), the Nazi regime might have consolidated its gains in European Russia. The Communists might have even been reduced to guerrilla actions on the scale of their Chinese contemporaries.

With a more secure eastern flank, Germany could have put up quite a different fight on D-Day . . .

THE FOURTH REICH AWAKENS?

As the center of a conspiratorial campaign, Hitler can hold his own. He knew the art of betrayal intimately. After his alleged death he became the nucleus of ever more shadowy rumors. (After all, the Soviets found only a burned corpse.) In real life, the lack of confirmation of his death led to hundreds of Hitler sightings, as well as many theories about old Nazis holding on in South America, awaiting the day when their spirited-away/cloned/frozen Führer would resume the march of the Thousand-Year Reich.

HEIL HELL?

If magic or myth enters a World War II setting, Hitler would likely be at the center of it. His interest in the occult (actually often exaggerated – Himmler was the occultist crank, while Hitler merely had a taste for symbolism) and fundamentally evil nature made him the biggest piece of demon-bait on the face of the planet. Hobgoblinish stormtroopers and demonic SS men would fit right into Hitler's grandiose vision of the future. And Nazi researchers might well be working on a miracle weapon of a far more Wagnerian nature than the cruise missile.

When WWI began, Hitler volunteered for a German regiment. He served as a runner; his mates remembered him as a loner who never complained, nor received packages from home. In 1918 a gas attack temporarily blinded him; in hospital, he heard of Germany's surrender. He received the Iron Cross, First Class, very rarely bestowed on enlisted men. (Skeptics point out that junior staff sometimes forged signatures to award back-stocked medals to one another.)

After the war, he joined a faction held together by its hatred of the peace settlement, dubbing it the National Socialist German Workers' Party (abbreviated Nazi) in 1920. His Munich "Beer Hall" Putsch tried to topple the Bavarian government in 1923; he ended in jail. There, he dictated his political testament, *Mein Kampf* ("My Struggle"). Securing early release, he repaired his party and sharpened his manipulative skills.

In 1933, Hindenburg appointed him chancellor. Hitler's real character soon emerged. He called for new elections, used the Reichstag fire to suppress personal liberties, executed dissident henchmen in the "Night of the Long Knives," and folded the office of the presidency into his own. Internationally, he posed as an anti-Communist crusader to allay fears of German rearmament, and courted Mussolini. He annexed Austria, Czechoslovakia, and Lithuania; when the Poles failed to compromise, the anti-Communist signed a pact with the U.S.S.R., then invaded Poland on September 1, 1939. Two days later, Britain and France declared war.

Early on, everything went his way. The German forces brushed aside an antiquated Polish military. The British and French hesitated on his straw-dummy western flank. A surprise stroke through the Ardennes eviscerated the French defenses. His armies stood at the Channel.

Then . . . The British made their stand in the skies, precluding any invasion. Italian bungling required German aid in the Balkans and North Africa. Muddling along, Hitler began to obsess on the U.S.S.R.

On June 22, 1941, the Wehrmacht struck, armed with supreme confidence and an ambitious timetable. Initially, Soviet forces folded, but a December counterattack showed that Russia had some fight left. Meanwhile, Hitler's initially effective strategic oversight deteriorated into indecisive micro-management. His social policy involved putting the death camps into high gear, and would slay millions of Jews and other "non-Aryans."

In 1942, El Alamein and Stalingrad stunned the Wehrmacht. By mid-1943, its confidence vanished along with armies consisting of nearly a million men. Hitler began to lose any touch with reality. He developed a drug addiction and threw away lives; Germany would overcome the odds or merit annihilation.

An assassin's bomb miraculously spared him on July 20, 1944. He purged his command structure afterward. His hopes fixated on "miracle weapons" after the Ardennes offensive failed. Well past nervous breakdown, with the Soviets within small-arms range, Hitler reached the end on April 30, 1945. All the evidence indicates he and his new bride Eva Braun killed themselves with pistol and poison. The bodies were burned.

Encountered

Hitler is shy and clumsy when trying to be polite, particularly around women. More often, he will try to dominate with a stream of emotional argument. Anyone responding with reason will earn more wrath. Once he whips the other person into line, he'll assume a shell of civilized discourse – till the next time they dare to disagree.

– Gene Seabolt

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