

MILITARY ARMS

Weapon	Damage Factor	Starting Range	Maximum Range	Delay	Size	Reload	Ammo	Cost	Notes
Cannon 6lbs	~DF x 4r	<i>Distant 7</i>	<i>Amazing</i>	-12	H	<i>4 Actions</i>	1	\$95.00	2-man, r = <i>adjacent</i> , Apq. 145
Cannon 10-12lbs	~DF x 5r	<i>Discernible 9</i>	<i>Amazing</i>	-15	H	<i>4 Actions</i>	1	\$195.00	4-man, r = <i>closable</i> , pg. 145
Cannon Breechloader 12lbs	~DF x 5r	<i>Discernible 9</i>	<i>Amazing</i>	-12	H	<i>2 Actions</i>	1	\$145.00	3-man, r = <i>closable</i> , pg. 145
Howitzer 12lbs	~DF x 5r	<i>Distant 7</i>	<i>Indiscernible</i>	-13	H	<i>2 Actions</i>	1	\$135.00	3-man, r = <i>closable</i> , pg. 145
Howitzer 6lbs	~DF x 4r	<i>Distant 7</i>	<i>Indiscernible</i>	-11	H	<i>2 Actions</i>	1	\$125.00	2-man, r = <i>adjacent</i> , pg. 145
Mortar 24lbs	DF x 7r	<i>Discernible 9</i>	<i>Indiscernible</i>	-12	H	<i>2 Actions</i>	1	\$90.00	3-man, r = <i>closable</i> , pg. 145
Mortar 18lbs	DF x 7r	<i>Discernible 9</i>	<i>Amazing</i>	-10	H	<i>2 Actions</i>	1	\$85.00	2-man, r = <i>closable</i> , pg. 145
Bomb 3lbs	DF x 4r	<i>Inescapable 3</i>	<i>Discernible</i>	-8	S	<i>None</i>	1	\$10.00	Fuse, r = <i>touch</i> , pg. 145
Bomb 10lbs+	DF x 5r	<i>Inescapable -3</i>	<i>Distant</i>	-8	M	<i>None</i>	1	\$14.00	Fuse, r = <i>adjacent</i> , pg. 145
Dynamite (Per Stick)	DF x 2r	<i>Inescapable -3</i>	<i>Discernible</i>	-5	S	<i>None</i>	1	\$8.00	Fuse, r = <i>adjacent</i> , pg. 145
Oil Flask	<i>D12/d6r</i>	<i>Inescapable -3</i>	<i>Discernible</i>	-8	S	<i>Action</i>	1	15¢	8 turns, r = <i>adjacent</i> , pg. 145
Plunge Grenade	DF x 3r	<i>Touch 3</i>	<i>Discernible</i>	-5	S	<i>None</i>	1	\$14.00	20% failure rate, r = <i>touch</i> , pg. 145
Colt-Browning 1895 .30	DF x 2	<i>Closable 5</i>	<i>Indiscernible</i>	-5	H	<i>Sub-Action</i>	300-belt	\$340.00	Auto, 450 rpm, pg. 145
Gatlin Gun 1893 .45	DF x 3	<i>Closable 5</i>	<i>Discernible</i>	-6	H	<i>Sub-Action</i>	~200-mag	\$220.00	Auto, 150 rpm, pg. 145
Maxim Gun 7.62mm	DF x 2	<i>Closable 5</i>	<i>Indiscernible</i>	-5	H	<i>Sub-Action</i>	333-belt	\$300.00	Auto, 600 rpm, pg. 145
Nordenfolt 1882 (.50)	DF x 4	<i>Closable 5</i>	<i>Discernible</i>	-6	L	<i>Action</i>	250-plate	\$150.00	Auto, LA, 180 rpm, pg. 145

Equipment Descriptions

HOUSING, PROVISIONS, AND DRESS

This section of gear contains the more mundane items the character may require. From where they go to rest their head, to the price of a hat to cover it, this chart has all their daily living needs.

Properties (Undeveloped)- These prices are for plots of land with no existing structures on them (or only the ruins of a structure as the case may be for some urban acres). -An acre is 43,560 square feet.

Properties (Developed)- A developed property gives a player a permanent residence as well as a permanent liability (i.e. taking care of basic upkeep, checking in from time to time, guarding their homes from theft, and on and on). Owning certain properties can add prestige to an MC's reputation. Even a character that starts from poverty can become somebody by simply purchasing a revered local mansion.

Of note in this listing are the farmstead, ranch, manor, and plantation; which all include large parcels of land. The farmstead includes 200 acres, 150 of which are plantable. The ranch includes 100 acres of fenced-in pasture/grazing land. The manor includes 40 acres of predominately wooded/scenic land. And finally, the Plantation includes a whopping 500 acres of land as well as a few shanties for the workers to live in.

Lodging- Just looking to get out of the elements for a little while? Lodging can be hoity-toity like a resort, or within the dire straits, like a flop-house. The more puzzling entries are described below:

- ❖ **Tenement House/Flat** -most like what we today would consider an apartment, Tenement housing took four to eight residences and crammed them together usually around a central stairwell. Flats include mostly studio space found above businesses. The term is used extensively to mean "apartment" in Britain.
- ❖ **Boarding House** -the boarding house consisted of a house with extra rooms let out to rent. The majority of boarding houses were operated by widows and the renters tended to be vagabonds moving through the cities following jobs or seasonal changes. Boarding houses often attract criminals as well as suspicious foreigners. Most boarding houses provided two to three meals a day at a central table.
- ❖ **Flop Houses** -there is not much to be said for a flop house other than it beats the street...at least on a cold night. Flop houses open (first come first serve) at night in the cities to provide vagrants a place to sleep. Most are built as giant dormitories and provide the customer a simple pine box (not unlike a coffin) and bedding to sleep in. Occasionally, these houses doubled as soup kitchens or even religious missions. Staying at these houses can be dangerous on many levels -crime, disease, and unsanitary conditions (*Good blazes, those fleas are making me itch!*). For all their down turns, on a harsh city night you can't get much more for a dime.

Food (Staples)/(Dining)- These items are divided into food handled/cooked by the MCs and "restaurant" pricing. Dining out is a much rarer thing at the turn of the century than we might conceive. Most diners are located and marketed toward the passing traveler, and thus more likely to be found on the edge of a major trail or train stop, than in the middle of town. Still, many soda shops, saloons, and drinking parlors can be found within a town proper. These establishments may serve food, but always at a higher rate than that listed. All rations are figured according to modest daily amounts for one grown adult.

❖ **Canned Foods** -foods of all types are found steamed and packed in tin during the late 1800s. Sure, canned goods are all the rage on the urban front. The careful shopper can find everything from deviled meat to skinned peaches suspended from rot in a can. A day's supply of these canned goods contains 3-4 small cans. This amount does not substitute in quality for a regular meal but will provide enough nutrients, the body won't seem to mind.

Clothing- The price of clothes varies considerably based on style, quality, and material. Most common folk own but a single set of formal attire and enough regular clothes to get them through the week (even then, many articles would be worn more than once). Ceremonial/Costume Dress includes any superfluous attire, such as full-dress military uniform or the ornate ceremonial garbs of a high priest.

Expedition Wear- This section is meant to make it easy for a character to shop for clothes well-suited for the adventure they are about to embark on. Specifics are described below:

- ❖ **Hiking** -hiking attire usually consists of thick cotton trousers and shirts, leather belts or suspenders, rugged rubber-bottomed shoes, and a simple hat to fight the glare of the sun. These outfits are laden with pockets and looped fabric to assist with the carrying of equipment -especially a handy compass.
- ❖ **Cold Weather** -this attire consists of layered wool garments topped by a blanket-lined duck coat and completed by a felt-lined sock cap and gloves. Regular calf-cut boots are also included.
- ❖ **Arctic Weather** -the arctic weather wear is similar in all respects to the cold weather package except that the garments are "oiled" (to hold out dampness), the coat is fitted with a fur-trimmed hood, and the sock cap is replaced with a chinchilla mask-cap (similar to a modern ski-mask). Lumberman's socks are included as well.
- ❖ **Dense Jungle** -light cotton and knee-high boots make up the bulk of the jungle attire. Garments are short-sleeved to provide extra "airing of the body." Pith helmets or fedoras are commonly a part of this expedition wear. As with the hiking outfit, multiple pockets and cloth loops are a must.
- ❖ **Desert** -thin cotton clothes, high-cut boots, and a linen robe all help a desert adventurer to dissipate heat while fighting sun stroke and blowing sands. This package may include linen head wraps, sombrero, or the kepi-style cap.
- ❖ **Seafaring** a set of rugged cotton and flannel garments together with an oiled wool pea coat; seafaring clothes must address the sudden changes of climate at sea. For a more polished crew the attire includes a sailing cap, yacht cap, or skull cap.
- ❖ **Mountaineering** -the basic mountaineer's wear is composed of denim or duck trousers and a flannel shirt. Add to these some sturdy suspenders, plus a fine pair of rugged half-calf boots and your ready for the ascent. The mountaineer's trousers are usually stitched at the waist with loops of leather to dangle things like piton hammers or coils of rope from.

ENTERTAINMENT AND TRAVEL

This equipment chart deals with some of the more thrilling aspects of Century Earth. It invites the MCs to go out to that acclaimed Opera performance (perhaps on the very night a masked phantom strikes revenge). Or... players can figure out just what it will cost to ship back the Yeti they caged while safairing in low-land Tibet. Hmm...do Yetis travel better by boat or by rail? Even the price of telegraph messages and letters are listed.

Recreation- Called "The Gilded Age" by some, people thought the recreations of the 1890s were too decadent and would be the down fall of man. Below are a few important notes on some of these items:

- ❖ **Theater/Opera Halls** -these venues offer everything from early vaudeville performances, to singers, plays, ballets, and operas. Seat prices range based on the size and prestige of the house, as well as the placement of the seat (upper house seats verses box seats, etc.)
- ❖ **Sporting Events** -take me out to the ball game, take me out to the park... At no other point in history has baseball held the attention and interest of the American people as it did in during the turn of the century. Other common sports draws include: boxing, steam racing, galas, rugby, wrestling, and curling.
- ❖ **Carnivals and Fairs** -ticket prices include permanent carnivals such as Dreamland or Coney Island -what fun a group of MCs could have there! Even by the 1890s many fairs included steam-driven rides, fun houses, and freak shows -not far from what we have today.

- ❖ **Graphophone/Graphophone Records** -something like how a music box works, the Graphophone took music drums (referred to as records) and turned them against a needle to create music. Some units could even be used to record music via a speaking tube.
- ❖ **Phonograph/Phonograph Record** -the phonograph is an obvious descendent of the record player (which is a descendent of the CD player for you young whippersnappers). Thin plates of grooved paraffin are spun around while connected to a large speaker drum through a sensitive needle. As the needle careened through the grooves music was produced. Most of these were powered by a wind-up crank.
- ❖ **Motion Picture Theaters** -typically these theaters included projected images (cast from film covered lanterns) unveiled in an order to tell a story or create amusement. Nickelodeons were also popular. At a nickelodeon, a patron could gaze through several different peepholes to see into a rotating cylinder. The cylinder's walls contained cell-animated pictures which were brought to life by the narrowness of the peephole and the rotation of the cylinder. Finally, largely through the work of Edison, real motion pictures were projected on the walls of theater houses for the audience's amazement. Early film subjects were simple real-life reels. Things like trains, jugglers, and exotic wildlife were common to early film. Though it may seem weird, as a new technology people were astounded by how vivid these images were. There are even stories of patrons tearing out of theaters because they miss took the on-coming train in the films for a real ones.

Communications/Freight- There are many ways to move items and ideas across Century Earth, but the most popular is still the telegraph and the "old-fashioned" letter. At the time, a transatlantic telegraph wire made it possible for communication between continents (though prices were exorbitantly high). All prices are based on continental communication. Communication and shipment across the oceans may double or triple the listed costs.

Travel (Booked Passage)- through the comfort and speed of steam-driven vehicles, travel came to be considered recreational in 19th century. This section deals with chartering different forms of passage. Main Characters have a variety of choices when it comes to getting around:

- ❖ **Boat/Ship** -the cost of passage is directly related to the distance traveled, the popularity of the trip, and what kind of passage the character has booked. Steerage is often the cheapest.
- ❖ **Riverboat/Canal Boat** -as described by one of Mark Twain's characters, "*The steamboats were finer than anything onshore.*"





Compared with superior dwelling-houses and first-class hotels in the Valley, they were indubitably magnificent; they were palaces.” Of course this passage deals with higher-class passenger boats, and not the ferries a commoner might board. Canal Boats tended to be cobbled wooden barges or keelboats with a ferryman who either directed the craft by means of a long wooden pole, or driving a tethered mule along side the channel.

- ❖ *Trolley/Streetcar* -these often noisy contrivances are a good sign the MCs are in a “modernized” city. Early horse drawn versions are still in operation throughout many parts, with the new electrical and steam powered streetcars taking over the big metropolises.
- ❖ *Cabriolet* -the origin of the modern word “cab”, the cabriolet is a small carriage that can be found and hired readily to take a visitor around town.
- ❖ *Stagecoach* -a few quick points about stagecoach travel across Century Earth: it is not typically comfortable, it is not typically fast, and with the daring of highwaymen, it is not typically safe. However, stagecoaches still offer an economic way to visit distant states. Most, travel hours-on-end, only stopping at stations to trade horse or allow the cramped passengers to stretch and get a bite to eat.
- ❖ *Train* -by 1890 iron horses ran the length and breadth of the US as well as most civilized countries. Even the British were working on completing the Orient-Express. Train rides seldom incurred problems other than cramped quarters. Infrequently, travel is interrupted by rock slide, avalanche, or the passage of wild animal herds, depending on the locale.

Travel (Vehicles)- This portion of the equipment listing gives the costs for buying a vehicle out-right. Aside from the purchase price, players must consider things like a character’s ability to pilot the vehicle and government regulations (Does it take a license? Does it have to be registered to some board or court?). Also, many of the vehicles require other purchases to make them operational (fuel, horses, railroad ties, etc). A few of these vehicles are discussed in further detail below:

- ❖ *Folding Canvas Boat* -these true-to-period inventions consist of rugged, sewn-canvas skins (waterproofed) with skeletons of wood and metal. Most break down

into two even bundles of about 25 pounds each. Fully assembled the boats are over 10 foot long and 3 foot wide and can carry 3 grown men safely.

- ❖ *Riverboat* -these boats range in size from serving just a few passengers and some cargo, up to behemoth-sized floating hotels. Most are designed to operate on large rivers and lakes. An excellent choice for the ferrying of passengers and goods.
- ❖ *Cargo Ship (Sail)* -a bit outmoded by this point in history, many non-industrialized nations and smaller businesses still hold fleets of sheeted-clippers. The majority of these ships are large ocean vessels. Some turn-of-the century “pirates” still prefer the sail to the loud and erratic workings of a steam engine.
- ❖ *Cargo Ship (Steam)* -by the 1890s only a few of the massive cargo ships being built worked off a paddle wheel. At this point the “screw” or propeller became standard and shipping speeds increased greatly. A two week’s voyage could take a passenger just about anywhere on God’s green earth. Trouble with under-powering and overpowering these ships made running a shore and boat-to-boat collisions more common place within this era. Some schooners had sail-rigging as a back-up.
- ❖ *Bicycle* -the inhabitants of Century Earth are just enamored by the bicycle -especially in larger cities. For some, the bicycle has become a favored form of transportation. Bicycling is also considered a recreational activity and sport at this time, drawing hundreds in for long-distance races.
- ❖ *Steam Locomotive* -it’s fairly improbable the characters would ever need to buy a train, but... Obviously, the cost of a steam locomotive is insignificant to the cost of laying tracks and buying additional cars for passengers and freight. Track costs about \$800 to \$20,000 a mile to construct; ranging so wildly due to terrain types. Train cars range in price from \$500 to \$3,000.

Rare Vehicles- Not many of the following items can be purchased directly. Instead, players will have to