

AMERICANO ANOMALIES

They've got more than thirty kinds of frappuccino in here, and one block over they don't have clean water. The rules are breaking down, and the city is full of wonders. Things you imagine. Things you try to ignore. Things that were forced into unreality before history began.

And you're in the thick of it.

Trying to to make rent through DIY thaumaturgy. Trying to make the maggot-people and the death-shades respect the Laundry Room Ceasefire. Trying to make gentrification feel less like a drunk fox hunt hurtling through your home.

Reality rots. Never a dull moment.

Character creation works exactly as described in MM. The setting is 21st century urban USA, even if it only bears a fleeting resemblance to any real place. The strange, the monstrous and the surreal is there, barely bothering to stay out of sight.

When you create your character, rolling your equipment first might be a good idea, if you're unsure about your character concept.

Just like in MM you have six dice (D4, D6, D8, D10, D12 and D20) to roll on the equipment tables as you please. In this version there are six tables, as opposed to five in the MM rules. Keep in mind that you are not required to roll on all of them, nor are you obligated to roll all the dice.

Roll	Equipment and Food
1	Wonderbread and boloney sandwiches (D6), old burner phone (D8), bicycle
2	Deli potato salad (D4), pager (D6), weed (D6), bicycle
3	Donuts & coffee (D6), smartphone (D4), toolbox, moped
4	Vegan quiche and IPA (D4), sketchbook, student card, cheap sedan
5	Cold corn dogs (D6), cheap vodka (D6), newest iphone (D4), multitool, backpack, skateboard
6	Possum stew and corn bread (D8), flashlight (D6), crowbar, flip phone (D6), beater car
7	Cured long pig and tap water (D6), spray can, satanic tattoos, laptop (D4), black van
8	Protein bars and spring water (D4), running shoes, vicodin (D4), smartphone (D4)
9	Fresh bagels, green tea, and fruit (D6), portfolio, pregnancy test, Volkswagen Passat
10	Sushi (D4), tarot cards, old laptop (D6), three-piece suit, Crown Vic
11	Girl scout cookies and bad wine (D4), coveralls, electrician's tools, cellphone (D6), van
12	Trail mix (d8), absinthe (D4), beauty box, business casual clothes, smartphone (D4), Night vision binoculars
13	BBQ chips and grape Faygo (D4), cigarettes (D4), mobile home, chemistry set, smartphone (D4)

14	Cans of beans and Key Lite (D8), motorcycle, backpack, geiger counter, sleeping bag
15	BLT and coffee (D4), a load of beauty products, Volvo XC60, smartphone (D6)
16	Chicken soup (D6), duct tape, rubber gloves, glass cutter, Ambien (D4), laptop (D6), Vespa
17	Hardboiled eggs and Earl Grey (D6), smartphone (D4), cheap cigars (D4), backpack, bicycle, action camera (D8)
18	Beef jerky and Dr. Pepper (D6), International Fortean Organization membership card, Rusty Mustang, Bolt cutter, sturdy cellphone (D8)
19	Goulash (D8), slivovica (D6), freemason's ring, burner cellphone (D8), Sct. Christopher medallion, PT Cruiser, a knuckle's worth of cocaine.
20	Pizza and kool-aid (D6), maglite (D8), lockpicks, buspass, anorak, satellite phone (D6)

The dR for various phones and gadgets denote battery life and, when things get hairy, signal strength.

Unlike in MM, there is only one kind of currency. It is whatever is considered legal tender where the game takes place. The characters are less likely to find caches of 'loot', and as such the rules about dividing stacks of coin into smaller stacks is not used. After all a \$100 bill or a VISA card do not retain half their value when cut in half.

The ones marked with an asterisk (*) are likely to have a shady provenance.

Roll	Wealth & Valuables
1	A necklace of teeth (dog, human and monkey (?))
2	A Red Lobster gift card
3	A carton of cigarettes (D10 – but they're smokes, not legal tender)
4	Japanese AEON Disney MasterCard (D4)
5	A pocketful of change (D4)
6	An IOU from a cop
7	The contents of your wallet (D6)
8	A wad of bills (D6)
9	VISA Card (D6)
10	A wad of (good counterfeit) bills (D6)*
11	BitCoin key (D6)
12	Angry Birds MasterCard (D8)
13	Phat stack (D8)
14	Your gold wedding ring (D8)
15	A largely credible FBI/DEA/FERC I.D. (FERC is the Federal Energy Regulatory Commission).*
16	A night's take from the casino slot machines (D10)*
17	Mickey Mantle –1951 Bowman SGC 96 Baseball Card (D10)
18	A suitcase full of unmarked bills (D12)*
19	The work and home numbers of a Pentagon general*
20	Blood diamonds (D12)

There are SO many weapons out in the world, and even more makes and models that seem virtually identical to the uninitiated. The author claims zero specialist knowledge, but considers fictional guns to be cool.

Roll	Melee Weapons
1	Largely ornamental nunchuks, chrome plated, or a stick (D4)
2	Knuckle dusters (D4)
3	Pocket knife or screwdriver (D4)
4	Switchblade or hunting knife (D6)
5	Baseball bat or length of pipe (D6)
6	Carving knife or cleaver (D6)
7	Rebar or tonfa(D6)
8	Hatchet or tomahawk (D6)
9	Shovel or crowbar (D6)
10	Machete or kukri (D8)
11	Big fuckoff hammer (D8)
12	Broadsword or scimitar (D8)
13	Fireaxe (D8)
14	Taser (D8 – but usually non-lethal)
15	Claymore (D8)
16	A nasty polearm with a French name (D8)
17	Maul (D10)
18	Power Cutter (D10)
19	Zweihänder or katana (D10)
20	Chainsaw(D10)

Roll	Guns & Sundry Ranged Weapons
1	Slingshot (D4) (Ball bearings in a bag D8)
2	Throwing knives or stars (D4) (Bandolier d4)
3	BB Gun (D4) (D6 ‘Mag’)
4	Home-made zip gun (D6) (D4 – but you check after every shot)
5	Walther PPK or 9mm Luger Semi Auto (D6) (D8 Box)
6	HS2000 (D6) (D10 Mag)
7	Glock 17 (D6) (D10 Mag)
8	S&W Ladysmith or S&W .38 ‘airweight’ with nickel plating and a mother of pearl grip (D6) (D6 Cylinder)

9	Crossbow (D6) (D8 Bolts)
10	Colt Peacemaker (D8) (D6 Cylinder)
11	MAC-10 (D8) (D12 Box)*
12	Remington Model 870 shotgun (D8) (D6 Int.)
13	SIG-SAUER 9mm (D8) (D10 Mag)
14	Smith & Wesson Governor (D8) (D6 Cylinder)
15	Beretta Px4 Storm or Detonics ScoreMaster .45 (D8) (D10 magazine)
16	Ruger Super Redhawk or Colt Python (D10) (D6 Cylinder)
17	Grenades (D10) (D4 Bandolier)
18	Enfield L42H1 sniper rifle (D10) (D8 Box)
19	ITHACA MAG-10 Roadblocker shotgun (D10) (D4 int.)
20	Barrett M82A1 (D12) (D10 Box)**

* Disadvantage to attacks, advantage to damage

**If one does on use a bipod, one gets disadvantage on both damage and attack. The rifle ignores less than D8 armor entirely.

Most people do not wear Kevlar vests and crash helmets when they're popping down to the shops, even if the belong to that strange tribe of people who bring their automatic firearms. Apart from this, armor rules are unchanged from MM.

Roll	Armor and other protective gear
1	A nice warm sweater, a woolen scarf, and a tinfoil-lined beanie.
2	Trash can lid
3	Heavy leathers (D4)
4	Home-made body armor (made from phone books and duct tape) (D4)
5	Home-made body armor (made from tires) with Nazi steel helmet (D4)
6	Ballistic backpack (D6)
7	Polish MUA gas mask (D6 against breathable dangers)
8	Respirator (D6 against breathable dangers)
9	Brewster body armor (WWI – big honking metal suit) (D6)*
10	Type I Body Armor (D6)
11	Type I Body Armor with riot shield (D6)
12	Type IIA Body Armor (D8)
13	Second-hand hazmat suit (protection against vapors, gases, mists, and particles - D8)
14	Type IIA Body Armor with helmet and riot shield (D8)
15	Type II Body Armor (D8)
16	Level A hazmat/CBRN Suit (protection against radiation, vapors, gases, mists, and particles - D10)

17	Experimental spider silk suit (D10)
18	Type IIIA Body Armor (D10)
19	Type IV Body Armor (D10)
20	Advanced Bomb Suit (D12)*

*These types of armor are **very** bulky, dense, and/or heavy. They give disadvantage to most physical efforts.

The Fortitude table gives your character a bit of resolve. It may stem from willpower, faith, drugs, or unshakable optimism. In play these work just like armor, but they add a little something to your character, and you need to do something appropriately stimulating (go to temple, do drugs, go home to your loved ones etc.) in order to ‘repair’ the fortitude. It might be something you just can’t do when you’re on the lam, or lost in the dark corridors beyond the furnace room.

Alternately, you can just roll on the Fortitude table to get the die type, and make up your own source of strength. Something related to your Goal or a Trait perhaps.

Roll	Mental, Spiritual and Emotional Fortitude
1	Unexamined religious identity (d4)
2	A pile of internet rationality and half-remembered Bill Nye (D4)
3	I’m SO HIGH right now (D4)
4	My shrine to Bieber sees me through (D6)
5	YOLO! (D6)
6	My CIA handler would be very disappointed (D6)
7	I drink my protein shakes and go to the gym like a real [relevant gender] (D6)
8	Pollyanna (D6)
9	My time as a government test subject gave me great mental fortitude! (D8)
10	The Lord is my shepherd (D8)
11	The power of positive drinking, BAY-BEE! (D8)
12	My sweetie’s waiting for me (D8)
13	I’m not giving the Illuminati the satisfaction! (D8)
14	Mama always dragged me to church (D8)
15	Lucifer has a claim on my soul, fool! I can’t die! (D10)
16	I’m dead inside (D10)
17	When you’re on this much ketamine you tend not to care about demons and disaster capitalism (D10)
18	“I didn’t go to China for nothing, and there are things in Alhazred’s <i>Azif</i> which weren’t known in Atlantis!” (D10)
19	True Love (D10)
20	A higher power has given me serenity and clarity of purpose (D12)

The **Uncanny and Unwholesome** table offers a variety of strange objects, ones that invite questions and raised eyebrows. Some seem to be downright unnatural, while others are merely odd. Common to them is that neither the player nor the character start with a definite or complete knowledge about what (if anything) they are good for. When the player brings one of these items into play, the GM might ask for an INT check to develop a theory or story about the item. This works like the “player rumours” rule (MM p.7).

Roll	The Uncanny and Unwholesome
1	Chick tracts. Bushels of Chick tracts. The dialog is written in Futhark (Scandinavian runes).
2	A Richard Milhous Nixon rubber mask. If you turn it inside out, it looks uncannily like Tupac Shakur, or a simple black domino mask.
3	An incredibly detailed map of the neighborhood, complete with ahem, ‘observation points’, or a detailed astrological chart (co. D4)
4	Sticks of sage (D4) (co. D4)
5	The jumpsuit and protective goggles you use to hide your identity during your patrols. Think DIY superhero.
6	That selfie of you and Justin Bieber, where the clouds seem to spell out “REX MUNDI” or a piece of sheet music autographed by Bobby Beausoleil (co. D6)
7	A teddybear/Electro-Magnetic Field Meter (the trade name is BooBuddy).
8	A baggie of purple cannabis (much like the Californian Purple Urkel strain), and some greyish-white grit. (D6) (co. D6)
9	A small library of popular books on Fortean, mainstream occultism, UFOs and similar dubious knowledge. (D4)
10	Silver bullets (D4) or rock salt in shotgun shells (D4)
11	That chip you dug out from the back of your neck.
12	A pair of ornate scissor-style glasses. They glow faintly blue in the dark... (co. D8)
13	Hand of glory (D4) (co. D8)
14	A mandrake in a small flower pot. (co. D10)
15	A small, flat, greenish piece of metal. It seems to be utterly indestructible.
16	A NyQuil Cough bottle on which someone has written “EVaCUaTION” in magic marker. The liquid within moves like smoke, and like ants. (D4) (co. D10)
17	A live black spider in a small wooden display case. Sometimes it speaks.
18	A substantial occult library. (D8) (co. D10)
19	A machete with crude snaking sigils carved into the handle. (D8)
20	A chitinous wristband with a keypad with alien symbols in place of digits. (D8 – but what does it DO?)

The **Heirlooms** table gives you something odd, but useful (to some degree). It has a history which may be gradually uncovered. Many of the results on this table do not come with a mechanical stat or advantage, but require creativity to use.

Roll	Heirlooms
1	A metal plate in your skull.
2	Crates of 1970s Scandinavian pornography.

3	You know the people who work nights at McDonald's/KFC/Greasery of note
4	Grandpa's gold watch (Worth D6)
5	Fentanyl (D6).
6	Silver bullets (D8)
7	A Geiger counter. (Battery life D8)
8	A key to your mom's self-storage space. She became quite the prepper in her later years.
9	The last batch of ketamine Grandpa made. (D6)
10	Half a treasure map tattooed on your body. You think it's in East Wyoming somewhere, but you can't remember getting the damn thing.
11	US Army Field Surgical Kit, a breadbox-sized leather case with surgical equipment.
12	You know the location of the police chief's weekly poker game.
13	A genuine John Wayne Gacy clown painting. Worth a pretty penny to the right buyer.
14	An invitation to Peter Thiel's 'Re-sanguination Events'.
15	Dill pickles inherited from your great-uncle. Eating one gives you visions of a beautiful blue-skinned sage. (D4).
16	Dad's lucky golf club. It throbs gently in your hands. (damage D8). Even if you remember Dad, you can't remember him playing golf.
17	A fairly convincing diplomatic passport
18	A musty briefcase full of Golden Pandas (Chinese gold bullion coins from the early 1980s) (Worth D10)
19	A Tesla with a full tank. The steering wheel is made from bone and inlaid with writhing silver patterns. It used to belong to your mom's college boyfriend who inexplicably left it for you.
20	A summer home (Martha's Vinyard, the Gulf Coast or Hawaii maybe). Grandpa's estate has paid for the upkeep until recently.