

Maragotype Modern

Here are some equipment lists for a game taking place roughly between the Great War and the beginning of rock'n'roll. Pulp, noir, jazz-era horror, war drama or alternate histories set in the mid-20th century.

Roll	Equipment and Food
1	Can of spam and rain water (d6), lighter, lock picks, bicycle, blanket
2	Cheese sandwiches and tea (d6), paperback novel, flashlight (d6), backpack
3	Hardtack and local brandy (d8), Bible, pipe and tobacco d4, donkey
4	Pie and coffee (d6), hammer, chisel and nails, sack, gold tooth.
5	Dried apricots and rum (d4), motorcycle (d8), crowbar, flashlight (d4)
6	Sausages, sauerkraut and beer (d6), tarot cards, military uniform, first aid kit
7	Maconochie stew and plonk (d8), trenching tool, binoculars, bicycle, lantern (d6)
8	Cured pork and vodka (d6), lighter and cigarettes (d4), bone dice, old car (d6), saxophone
9	Blood pudding and weak tea (d6), Geiger counter, gramophone and records (d4), greasepaint
10	Andouille and pastis (d4), cocaine (d4), raincoat, beater car (d4), flashlight (d6)
11	Kidney pie and stout (d6), panama hat, six fake passports, horse
12	Butter tea and fried dough (d8), fur coat, rope, carpenter's tools, backpack
13	Grits and lemonade (d6), moonshine (d6), Koran (John Rodwell translation), truck (d6)
14	Goose necks and spring water (d6), snuff (d4), motorcycle (d6), saw, hand drill.
15	Cured long pig and decent red (d6), sketchbook, charcoal and pencils, candles (d6), matches (d6)
16	Cans of beans and coffee (d8), motorcycle (d8), backpack, shovel, sleeping bag, affordable car (d8)
17	Goulash (D8), slivovica (d6), freemason's ring, Sct. Christopher medallion, flash car (d6)
18	Burger and a chocolate malted (d6), trenchcoat with hidden pockets, chronometer, cannabis (d4), glass cutter
19	Sugar cookies and amaretto (d4), Veronal (d6), deadly poison (d4), umbrella. make-up kit.
20	Deviled eggs and lager (d8), Ultra-modern car (d8), hand library (d6), lighter and cigarettes (d4), flashlight (d6)

Roll	Wealth & Valuables
1	An unnerving collection of teeth and knucklebones
2	Lots of cigarettes (d8 – but only useful for barter)
3	A few coins (d4)
4	A few silver heirlooms (d6)
5	A wad of cash in my pants (d6)
6	A Masonic signet ring
7	A fat wallet (d6)
8	Two silver candlesticks (d8)

9	A bearer stock certificate (d6)
10	Your poker winnings (d8)
11	A small rural mansion.
12	A knighthood or equivalent
13	A small heathen idol made of gold (d10)
14	All your ill-gotten gains (d10)
15	Some serious bearer bonds (d10)
16	A carpet bag full of good counterfeit notes (d10)
17	You were “close” to the secretary of a powerful person once. (Who? Carnegie, Trotsky, Langston Hughes, Roald Amundsen, Helena Blavatsky...). Maybe they can pull some strings
18	Gold bullion! (d10)
19	A Duesenberg 1935 SJ LaGrande Dual-Cowl Phaeton (d6 (that’s the gas mileage))
20	A Stradivarius viol (d12 – but try paying for gas with one)

Roll	Melee Weapons
1	A stick or walking cane (d4)
2	Knuckle dusters (d4)
3	Whip (d4)
4	Switchblade or hunting knife (d6)
5	Baseball bat or nightstick (d6)
6	Carving knife or cleaver (d6)
7	Hatchet or tomahawk (d6)
8	Spiked club or lead pipe (d8)
9	Machete or kukri (D8)
10	Sledgehammer (d8)
11	A nasty polearm with a French name (d8)
12	Cavalry sabre (d8)
13	Exotic North African blade (d8)
14	Broadsword (d8)
15	Fire- or woodaxe (d8)
16	Heavy flail (d10)
17	Lucerne hammer (d10)
18	Scimitar or Claymore (d10)
19	Zweihänder or Flamberge (D10)
20	Chainsaw (d10)

Roll	Guns & Sundry Ranged Weapons
1	Rocks (d4) (d6 bag)
2	Blowgun (d4) (d8 bandolier)
3	Throwing knives (d4) (d6 bandolier)
4	Derringer or zip gun (d6) (ammo d4)
5	Hunting bow d6 (quiver d6)
6	Smith & Wesson Model 36 (d6) (cylinder d6)
7	M1911/Type 86 semi-auto pistol d6 (magazine d8)
8	Colt Peacemaker (d8) (d6 cylinder)
9	Jezzail (d8) (d4 – and you roll after every shot).
10	Mauser Model 1896 rifle (d8) (d6 mag)
11	M1 Garand (d8) (d8 clip)
12	Ithaca 37 pum-action shotgun (d8) (ammo d6)
13	Blunderbuss (d8) (ammo d4)
14	Hand grenades (d10) (d6 bandolier)
15	CAR-15 carbine d10 (ammo d8)
16	STEN gun (d10) (d8 magazine)
17	Tommygun (d10) (d8 magazine)
18	S&W Model 29 (d10) (cylinder (6)
19	Panzerfaust (d12) (d4)
20	Experimental death ray (d12) (battery d4)

There is no armor table. While armor certainly existed in the period we are dealing with, it was often bulky and rarely used.

Roll	Beyond belief!
1	A pocket watch and some French postcards
2	A bottle of tequila (d6) with a writhing worm in it.
3	A mask and an extra d6 of ammunition
4	Sage or incense (d4) (co. d4)
5	A small ivory-handled revolver (d6) (cylinder d4)
6	Orgone pyramid (co. d6)
7	A 1910 Goldmark with Julius Martov's face in place of the Kaiser's.
8	A state-of-the-art camera
9	Holy water (d4)
10	Jar of greyish-blue ointment (heals d8) (d4 applications)
11	A small number of esoteric volumes (useful info – d6) (co. d8)

12	Silver bullets (d6) or rock salt shot (d6)
13	A Hand of Glory (d8) (co. d10)
14	A sickle (d8) seemingly made from a dinosaur claw.
15	A silver-and-emerald spider pendant (co. d12)
16	A twisted mass of metal rods which may shoot bright blue lightning (d10) (d4)
17	An experimental spidersilk suit (armor d10)
18	An athame (d6) made from meteoric iron (co. d12)
19	A damn biplane! (d6)
20	The Ixaxaar (a stone engraved with the names of sixty demons, or possibly a concept of dark enlightenment). (co. d20 – but it comes with a price).