

Civilian Armor

Bullet Proof Vest (ordinary)-\$300

Encumbrance 12

Armor: +1, Armor vs. Bullets: +3

Coverage: Torso

Material: canvas, cotton

Steel Helmet-\$50

Encumbrance 5

Armor: +4

Coverage: Head (50%)

Material: steel

Motorcycle Helmet-\$25

Encumbrance: 3

Armor: 2

Coverage: head (75%)

Gas Mask-\$150

Encumbrance 2

Fireproof Suit-\$300

Encumbrance 10

Armor: +6 vs. Fire attacks only

Leather Jacket-\$150

Encumbrance 12

Armor: +1

Coverage: Torso and arms

Material: leather

Chain Mail Vest-\$100

Encumbrance 20

Armor: +2

Coverage: Torso

Material: steel

Steel Breastplate-\$150

Encumbrance 25

Armor: +3

Coverage: torso

Material: steel

Enclosed Steel Helmet-\$100

Encumbrance 8

Armor: +3 vs Head Shots

Coverage: Head

Material: steel

Samurai Armor-\$300

Encumbrance 32

Armor: +2

Coverage: Torso, arms, legs, head

Material: steel, silk, lacquered wood

Chain Mail Hauberk-\$300

Encumbrance 25

Armor: +2

Coverage: Torso, arms, legs

Material: steel

Steel Vambraces-\$50

Encumbrance 10

Armor: +3

Coverage: arms

Material: steel

Steel Greaves-\$50

Encumbrance 15

Armor: +3

Coverage: legs

Material: steel

Diving Suit-\$1000

Encumbrance: 40

Armor: Torso, Arms, Legs: +2

Head Armor: +6

Allows breathing underwater (walking on bottom at depths up to 600 feet.

Requires Hose attached to surface air pump

Air Pump-\$500

Encumbrance: 30

Required to supply diver in diving suit

Ammo and Gun Supplies**Telescopic Sight-\$150**

Encumbrance 2

Effect: shooter who fires a rifle equipped with it gets +2 shooting, if he doesn't move the turn he shoots at Medium+ range.

Detachable Shoulder Stock-\$50

Encumbrance +2

Effect: when attached to a pistol, and fired in 2 hands, add 2" to short range and 4" to medium range bands

Bipod-\$100

Encumbrance 2

Effect: added to a rifle, gives shooter a +1 to hit if he is prone and does not move. Reduces auto fire penalty by 1 for machineguns or BAR; takes 1 turn set up

Dum-Dum Rifle Bullets-\$50 per reload

Encumbrance 2

Effect: adds 2 to damage of Rifle, BAR or Machine gun so equipped.

Note: used for hunting and police (since they generally don't pass through target to hit others, banned for military use).

Dum-Dum Pistol Bullets-\$25 per reload

Encumbrance 1

Effect: adds 2 to damage of pistols or submachine guns so equipped

Note: used for hunting and police (since they generally don't pass through target to hit others, banned for military use).

Mercy Pistol Bullets-\$50 per reload

Encumbrance 1

Effect: Must be used with called shot to the head, acts as a non-lethal attack

Mercy Rifle Bullets-\$25 per reload

Encumbrance 2

Effect: Must be used with a called shot to the head, acts as a non-lethal attack, unless one of the damage dice aces

Silver Rifle Bullets-\$200 per reload

Encumbrance 2

Effect: -1 AP

Silver Pistol Bullets-\$100 per reload

Encumbrance 1

Effect: -1 AP

TOOLS**Shovel-\$5**

Encumbrance 5

Damage: Str+1d4

2-hands

Crowbar-\$10

Encumbrance 2

Damage: Str+1d4

Material: Iron

Tire Iron-\$10

Encumbrance 2

Damage: Str+1d4

Ice Pick-\$5

Encumbrance 1/2

Damage: Str+1d4

-2 parry, -2 notice during search

Mechanic's Tool Kit-\$100

Encumbrance 5

Electrician's Tool Kit-\$50

Encumbrance 5

Hammer-\$5

Encumbrance 1

Damage: Str +1d4

Pickaxe-\$10

Encumbrance 10

Damage: Str+1d8 AP1

-1 Parry, 2-hands

Axe-\$10

Encumbrance 10

Damage: Str+1d8

-1 Parry; 2-hands

Hatchet-\$5

Encumbrance 2

Damage: Str+1d6

Sledgehammer-\$10

Encumbrance 15 Min Str 1d6

Damage: Str+1d8

-1 Parry, 2 hands

ADVENTURE GEAR**Grappling Hook-\$25**

Encumbrance 2

Material: Steel

Limit: Can be used to throw up 2 stories, max

Grappling Gun-\$250

Encumbrance 5

Material: Steel

Limit: Can be used to throw up 4 stories max

Rope 50'-\$50

Encumbrance 15

Material: Hemp

Silk Rope 50'-\$100

Encumbrance 8

Material: silk (expensive)

Lock Picks-\$200

Encumbrance 1

Glass Cutter-\$200

Encumbrance 0

Glass Hole Cutter-\$300

Encumbrance 3

Battering Ram-\$100

Encumbrance 35

Material: Steel

Lantern (4" radius)-\$50

Encumbrance 3

Material: Propane

Flashlight-\$10

Encumbrance 3

Damage: Str+1

10" Beam

Handcuffs-\$15

Encumbrance 1

Material: steel

Lineman's Telephone-\$150

Encumbrance 2

Can be used to tap into phone wire

Magnifying Glass-\$5

Encumbrance 1

Camera-\$75

Encumbrance 4

Binoculars-\$50

Encumbrance 2

+3 to Notice Rolls at distance

Canteen-\$5

Encumbrance 3 (includes 2 pints water)

Backpack-\$50

Encumbrance 2

Material: Canvas

Bedroll-\$25

Encumbrance 4

Parachute-\$500

Encumbrance 20

Whistle-\$1

Encumbrance 0

Material: steel

Disguise Kit-\$200

Encumbrance 4

Combined with Streetwise, or an appropriate knowledge skill to make a disguise.

Road Flare-\$5

Encumbrance ½

Area of Effect: Large Burst, 10 rounds

Gas Can-\$20 (full) \$5 (empty)

Encumbrance 42 (full) 2 (empty)

Contains: 5 gallons of gasoline

Survival Kit-\$25

Encumbrance 5

Effect: +2 bonus to Survival Rolls

Swiss Army Knife-\$10

Encumbrance 1/3

Damage: Str

Effect: reduces Repair penalty for not using tools from -2 to -1

Climbing Gear-\$25

Encumbrance 10

+2 to Climbing Checks

Inflatable Rubber Raft-\$150

Encumbrance 30

Holds: 3 people

PERSONAL GEAR**Umbrella-\$5**

Encumbrance 2

Lighter-\$5

Encumbrance 0

Canvas Bag-\$10

Encumbrance 1

Contains: up to 50 Encumbrance of stuff

Steamer Trunk-\$50

Encumbrance 10

Contains: up to 40 Enc of stuff

Brief Case-\$10

Encumbrance 2

Contains: up to 10 Enc of flat stuff

Suitcase-\$20

Encumbrance 4

Contains: up to 20 Enc of stuff

Metal Flask-\$10

Encumbrance 1
Material: steel
Holds 1 pint

Bottle of Good Bourbon-\$20

Encumbrance 3
Material: Glass

Awesome Pocket Watch-\$100

Encumbrance 0

Box of Good Cigars-\$20

Encumbrance 2

Fancy Box of Toothpicks-\$1

Encumbrance 0

Bible-\$5 (free if you stay at a hotel/motel)

Encumbrance 2

Tobin's Spirit Guide-\$100

Encumbrance 2

Harmonica-\$5

Encumbrance 0

Deck of Cards-\$5

Encumbrance 0

MEDICAL, ELECTRONIC AND SCIENTIFIC GEAR

Bottle of Cyanide-\$50

Encumbrance 1

Damage: Vigor roll every 10 minutes for 1 hour or take a wound, 3rd wound equals death.

Bottle of Chloroform-\$100

Encumbrance 1

Damage: if soaked rag is held over mouth/nose (grapple attack) for 3 turns (opposed Str to escape), knocks unconscious for 10 minutes, 6 turns equals death *C-6

Cyanide Antidote Kit-\$100

Encumbrance 3

Successful Healing check stops any further damage from Cyanide poisoning

Anti-venom-\$100

Encumbrance 1

Effect: negates poison from 1 attack by scorpion or snake

Doctor's Bag-\$100

Encumbrance 6

Required for "Medical Attention" in field

First Aid Kit-\$50

Encumbrance 3

Required to Treat Injuries after battle

Bottle of Acid-\$25

Encumbrance 2

Effect: Can be thrown (range 3/6/12) and inflicts 2d6 damage. Called shot to head, or poured on restrained target, causes permanent facial scars reducing charisma by 1-3 points (random).

Bottle of Morphine and Syringe-\$50

Encumbrance 2

Effect: 1 dose, kills pain, Vigor or fall asleep. 2 doses: Vigor-4 or fall asleep. 3 doses—fall asleep, Vigor or die. 4+ doses: die.

Radio Transmitter-\$500

Encumbrance 25

Must be fixed in a building with power source and outside antenna

Radio Receiver-\$100

Encumbrance 4

Must be fixed in a car or building
(note same as police car radios)

Commercial Radio-\$25

Encumbrance 6

Sampling Kit-\$100

Encumbrance 3

For taking scientific or forensic samples

Metal Detector-\$50

Encumbrance 5

Microscope-\$100

Encumbrance 5

Geiger Counter-\$100

Encumbrance 2

Chemical Test Kit-\$50

Encumbrance 8

Dictaphone-\$100

Encumbrance 5

Effect: records conversation on wax or plastic cylinder for later play-back

Wire Recorder-\$100

Encumbrance 5

Effect: records conversation on spool of wire for later play-back

Paraglider-\$500

Encumbrance 40

Use: gives a gliding pace of 6", with 1" drop in altitude for each 2" of movement. A pilot roll allows for maintaining level flight; a raise allows a 1" climb. Landing requires a pilot check, with a roll of 1 meaning a crash (regardless of wild die), wrecking the glider and inflicting 1 wound on the pilot.

Rope Ladder 50'-\$200

Encumbrance 35

Effect: allows someone to climb up or down without making a climb check

RADIO SIGNAL LOCATOR-\$200

Encumbrance 75

Effect: can locate the source of a radio transmission within a 10 miles radius

INFRARED GOGGLES-\$500

Encumbrance 1

Effect: allows wearer to see targets illuminated by an infrared lamp.

INFRARED LAMP-\$1000

Encumbrance 5

Effect: illuminates an area 24" long and 6" wide with infrared light. People with infrared goggles can see anything in this area as if in daylight.

INFRARED DYE SPRAY-\$50

Encumbrance 1

Effect: target sprayed by dye and illuminated with an infrared lamp, will be visibly marked to anyone viewing with infrared goggles

SEMAPHORE LAMP-\$100

Encumbrance 3

Effect: allows coded communication at line of sight.

Climbing Suction Cups-\$50

Encumbrance 5

Effect: allows someone to climb up smooth surfaces (glass or concrete buildings mostly) with a +4 to climb checks

Savage Gadget Vest-\$250

Encumbrance 2-empty, 7-loaded

Effect: a scientifically designed (by Clark Savage) vest with an array of pockets, straps, etc, that allows the user to carry a variety of small objects easily. Up to 10 objects each of Encumbrance 1 or less can be carried at half listed encumbrance value.

Holy Symbol-\$20

Encumbrance ½

Effect: a touch attack by someone holding a holy symbol inflicts 2d4 damage on vampires or demons (and possibly other monsters). It does not work on targets wearing armor, but a successful called shot can be made to hit an unarmored part.

Neck Guard-\$30 for leather, \$120 for metal

Encumbrance 1 for leather or 3 for metal

Effect: prevents vampires easily biting the wearer's throat. Also gives the neck 1 point of armor for leather, or 3 points for metal versus any aimed attacks at the neck.

Warding Material-\$5 per session

Encumbrance 1

Effect: a person carrying a warding material necklace or charm gives the type of creature the charm is designed against to suffer a -2 to it's fighting rolls when attack somebody thus protected. This includes garlic for vampires, wolfsbane for lycanthropes, and cold iron for demons, though there may be others for other creatures.