

TO A BLOODY PULP

A SAVAGE WORLDS CAMPAIGN

GOTHAM CITY, 1934

**CATALOGUE
OF ARMOR, BLADES AND
SPECIAL WEAPONS**

By David Nelson

TO A BLOODY PULP OTHER GEAR CATALOGUE

Encumbrance: number of encumbrance factors for load-carrying purposes

Armor: the bonus to Toughness for all attacks

Armor vs. Bullets: if the armor provides better protection vs. bullets, use this level instead.

Coverage: part of the body covered by the armor (most helmets provide protection vs. head shots 50% of the time.

Material: what the item is made off (for reference)

Range: range that item can be thrown

Area of Effect: explosive template used when activated

Damage: Damage dice rolled on activation

AP: the number of armor points negated before damage is applied

HW: weapon can attack heavy armored vehicles

CONSUMABLES:

Some items are considered Consumable. They are marked with a star, the letter C and a number, for example: ***C-1**. The number means how many times the item may be used before returning the card to the GM. For example, a Flare Gun is marked ***C-6**, so after 6 shots, you are out of flares and must return the card. Most consumables, like grenades, are ***C-1** and can only be used once. Others like a sample kit or first aid kit, may seem to be consumable, but are easily refilled during downtime. Flame Throwers can be used 10 times, but then refilled between games.

STANDARD ITEMS:

Each player can be assumed to have whatever clothes they need at home. If not declared otherwise, assume the character is wearing a suit, tie, hat and dress shoes (or a dress, hat, handbag and dress shoes)

Each player will be assumed to have 20-80 dollars, a pack of matches and 1-2 packs of smokes, and a small notebook and pen/pencil.

Players will also have any needed holsters, sheaths, ammo pouches, etc., appropriate to what they are using at no extra encumbrance.

SECTION 1: ARMOR AND PROTECTIVE DEVICES

Bullet Proof Vest (quality)

Encumbrance 10

Armor: +2

Armor vs. Bullets: +4

Coverage: Torso

Material: silk (expensive)



Flak Jacket (military)

Encumbrance 15

Armor: +2

Armor vs. Bullets: +4

Coverage: Torso

Material: Canvas and Steel plates



Bullet Proof Vest (ordinary)

Encumbrance 12

Armor: +1

Armor vs. Bullets: +3

Coverage: Torso

Material: canvas, cotton



Steel Helmet

Encumbrance 5

Armor: +4

Coverage: Head (50%)

Material: steel



Brewster Body Shield

Encumbrance 40

Armor: +6

Coverage: Torso and Head

Material: steel



Steel Armor (German)

Encumbrance 25

Armor: +3

Armor vs. Bullets: +4

Coverage: Torso

Material: steel



Gas Mask

Encumbrance 2



Fire Proof Suit

Encumbrance 10

Armor: +6 vs. Fire attacks only



Leather Jacket

Encumbrance 12

Armor: +1

Coverage: Torso and arms

Material: leather



Chain Mail Vest

Encumbrance 20

Armor: +2

Coverage: Torso

Material: steel



Steel Breastplate

Encumbrance 25

Armor: +3

Coverage: torso

Material: steel



Enclosed Steel Helmet

Encumbrance 8

Armor: +3 vs Head Shots

Coverage: Head

Material: steel



Samurai Armor

Encumbrance 32

Armor: +2

Coverage: Torso, arms, legs, head

Material: steel, silk, lacquered wood



Chain Mail Hauberk

Encumbrance 25

Armor: +2

Coverage: Torso, arms, legs

Material: steel



Steel Vambraces

Encumbrance 10

Armor: +3

Coverage: arms

Material: steel



Steel Greaves

Encumbrance 15

Armor: +3

Coverage: legs

Material: steel



Experimental Shatter Plates

Encumbrance 5

Effect: adds 2 armor points to any bullet proof vest or flak jacket

***C-1** (used up when wearer is hit in torso with bullet, fragment or other projectile)



Experimental Heavy Shatter Plates

Encumbrance 10

Effect: adds 4 armor points to any bullet proof vest or flak jacket

***C-1** (used up when wearer is hit in torso with bullet, fragment or other projectile)



Diving Suit

Encumbrance: 40

Aarmor: 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

Encumbrance: 30

Required to supply diver in diving suit



SECTION TWO: GRENADES, EXPLOSIVES, AND SPECIAL WEAPONS

Hand Grenade (US)

Encumbrance 2

Range: 5/10/20

Area of Effect: Medium Burst

Damage: 3d6

*C-1



Potato Masher Grenade (Ger)

Encumbrance 2

Range: 5/10/20

Area of Effect: Medium Burst

Damage: 3d6-2

*C-1



M10 Anti-tank Grenade (US)

Encumbrance 4

Range: 4/8/16

Area of Effect: Small Burst

Damage: 3d6 AP 5 HW

*C-1



Satchel Charge

Encumbrance 6

Range: 3/6/12

Area of Effect: Large Burst

Damage: 4d6 HW AP 2

*C-1



Tear Gas Grenade

Encumbrance 2

Range 5/10/20

Area of Effect: Medium for 3 turns

Effect: targets caught in the gas will suffer -3 for all Agility and Strength related tasks and skills for as long as they remain in the cloud and 1d4 turns after..

***C-1**



Fire Crackers

Encumbrance 1

Range 5/10/20

Effect: distraction, induces fear of gunfire among civilians

***C-1**



Molotov Cocktail

Encumbrance 2

Range 3/6/12

Damage: check to catch fire

Area of Effect: Medium Burst

***C-1**



Smoke Grenade

Encumbrance 2

Range 5/10/20

Area of Effect: Small, then Medium 3 turns

Effect: targets hidden by smoke are -6 to be hit by Shooting, +2 Parry, affects those looking out, into or through smoke equally.

***C-1**



Stick of Dynamite

Encumbrance 2

Range: 4/8/16

Area of Effect: Medium Burst

Damage: 2d6 *C-1



Bundle of Dynamite

Encumbrance 8

Range: 3/6/12

Area of Effect: Large Burst HW

Damage: 3d6 *C-1



Demolition Kit

Encumbrance 3

Plunger, fuses, blasting caps



Combine with Knowledge (Demolitions) and the appropriate amount of dynamite for destroying buildings and the like.

Timer

Encumbrance 1

Useful for bombs and other things



Flame Thrower

Encumbrance 70 **Min Str** d8

Range: 0 **Holds** 10 shots

Area of Effect: Cone Template

Damage: 2d10 **Ignores Armor**



Sticky Bomb

Encumbrance 6

Range: 4/8/16

Area of Effect: Medium Burst

Damage: 4d6 HW **AP** 7

On a throw check, sticks to target, and fuse activates for 1d4 turns. ***C-1**



Nerve Gas Grenade (lethal)

Encumbrance 2

Range 5/10/20

Damage: Vigor check or Wound

Area of Effect: Small, then Medium, then Small

Stopped by Gas Mask ***C-1**



Nerve Gas Grenade (paralysis)

Encumbrance 2

Range 5/10/20

Damage: Vigor check or unconscious 2d6 minutes

Area of Effect: Small, then Medium, then Small

Stopped by Gas Mask ***C-1**



Choke Gas Capsule

Encumbrance 1/3

Effect: when thrown with a successful Head Shot, the glass capsule breaks delivering a powerful tear gas to the target, who suffers a -4 to all rolls for 4 turns (Vigor check, with raise to half effects -2/2 turns). *C-1



Anti-Nerve Gas Capsule

Encumbrance 1/3

Effect: when cracked open it will neutralize a cloud of either type of nerve gas. *C-1



Flash Powder Charge

Encumbrance 1

Effect: Small Burst, all targets save vs. Spirit or become Shaken. *C-1



Dye Capsule

Encumbrance 1/3

Effect: on a throwing hit, capsule shatters and covers the target with an indelible dye, making him easy to spot. *C-1



SECTION 3: MELEE WEAPON, BOWS ETC.

Dagger

Encumbrance 1

Range: 3/6/12

Damage: Str+1d4



Cavalry Saber

Encumbrance 4

Damage: Str+1d6



Bayonet

Encumbrance 1+rifle

Damage: Str+1d6

Reach +1, **Parry** +1, 2-hands

Treat as Dagger if not attached to a rifle



Katana

Encumbrance 6

Damage: Str+1d6+2 **AP** 2



Billy Club

Encumbrance 1

Damage: Str+1d4



Brass Knuckles

Encumbrance 1

Damage: Str+1d4

Special: attacker still counts as unarmed when using this weapon in melee



Switchblade

Encumbrance 1

Damage: Str+1d4

-2 to be noticed on a search



Sword

Encumbrance 8

Damage: Str+1d8



Rapier

Encumbrance 3

Damage: Str+1d4
+1 Parry



Spear

Encumbrance 5

Damage: Str+1d6
+1 Parry, +1 Reach, 2-hands



Staff

Encumbrance 8

Damage: Str+1d4
+1 Parry, 2-hands



Bowie Knife

Encumbrance 2

Damage: Str+1d4+1
Cannot be thrown



Sword-Cane

Encumbrance 4

Damage: Str+1d4



Hidden Knife-Boot

Encumbrance 1

Damage: Str+1d4

-2 to fighting rolls and parry

Great for helping someone when both are tied up.

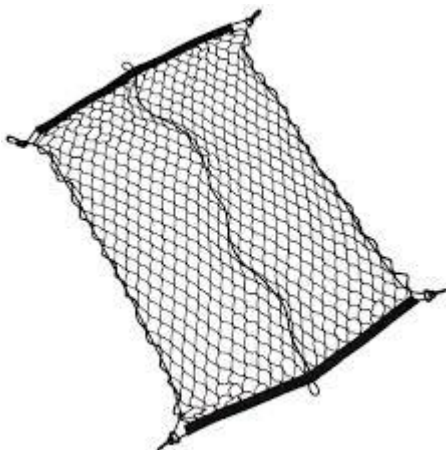


Net

Encumbrance 5

Range 3/6/12

Effect: if hit, roll Str -2 or Agi -2 to free oneself; Success: costs action, Raise: immediate release.



Whip

Encumbrance 4

Damage: Str+1, **Reach** 1

Can be used to grapple at 1" range

Can be used to swing up to 4"



Blackjack

Encumbrance 1

Damage: Str+1d4

Effect: if used for a head-shot if target is shaken or wounded by an attack, target must make a Vigor check or collapse with a concussion for 1d4 hours.

Special: attacker still count as unarmed attacker in melee.



Machete

Encumbrance 4

Damage: Str+1d6



Trench Knife

Encumbrance 2

Damage: Str+1d4

Effect: knife with brass knuckle handguard, can be used to make 2 attacks (with multi-action penalty of course).



Tomahawk

Encumbrance 2

Damage: Str+1d6

Range: 3/6/12



Throwing Star

Encumbrance 1/4

Range: 4/8/16

Damage: Str+1



Bow

Encumbrance 5 (includes 50 arrows)

Range: 12/24/48

Damage: 2d6



Crossbow

Encumbrance 12 (includes 50 bolts)

Range: 15/30/60

Damage: 2d6 AP 2

1 full action to reload each time



Blowgun

Encumbrance 2 (includes 25 darts)

Range: 3/6/12

Damage: Str+1d4

