

TO A BLOODY PULP

A SAVAGE WORLDS CAMPAIGN

GOTHAM CITY, 1934

GEAR CATALOGUE

EVERYTHING BUT GUNS

DRAFT #3

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 (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 armored vehicles

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



Steel Armor (German)

Encumbrance 20

Armor: +3

Armor vs. Bullets: +4

Coverage: Torso

Material: steel



Steel Helmet

Encumbrance 5

Armor: +4

Coverage: Head (50%)

Material: steel



Brewster Body Shield

Encumbrance 40

Armor: +6

Coverage: Torso and Head

Material: steel



Bullet Proof Vest (ordinary)

Encumbrance 12

Armor: +1

Armor vs. Bullets: +3

Coverage: Torso

Material: canvas, cotton



Gas Mask

Encumbrance 2



Fire Proof Suit

Encumbrance 10

Armor: +6 vs. Fire attacks only



SECTION TWO: GRENADES, EXPLOSIVES, AND SPECIAL WEAPONS

Hand Grenade (US)

Encumbrance 2

Range: 5/10/20

Area of Effect: Medium Burst

Damage: 3d6



Potato Masher Grenade (Ger)

Encumbrance 2

Range: 5/10/20

Area of Effect: Medium Burst

Damage: 3d6-2



M10 Anti-tank Grenade (US)

Encumbrance 4

Range: 4/8/16

Area of Effect: Small Burst

Damage: 3d6 AP 4 HW



Satchel Charge

Encumbrance 6

Range: 3/6/12

Area of Effect: Large Burst

Damage: 4d6 HW AP 2



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..



Fire Crackers

Encumbrance 1

Range 5/10/20

Effect: distraction, induces fear of gunfire among civilians



Molotov Cocktail

Encumbrance 2

Range 3/6/12

Damage: check to catch fire

Area of Effect: Medium Burst



Smoke Grenade

Encumbrance 2

Range 5/10/20

Area of Effect: Small, then Medium for 3 turns

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



Stick of Dynamite

Encumbrance 2

Range: 4/8/16

Area of Effect: Medium Burst

Damage: 2d6



Bundle of Dynamite

Encumbrance 8

Range: 3/6/12

Area of Effect: Large Burst

Damage: 3d6



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

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** 6

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



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



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



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).



Anti-Nerve Gas Capsule

Encumbrance 1/3

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



Flash Powder Charge

Encumbrance 1

Effect: Small Burst, all targets save vs. Spirit or become Shaken.



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.



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**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.

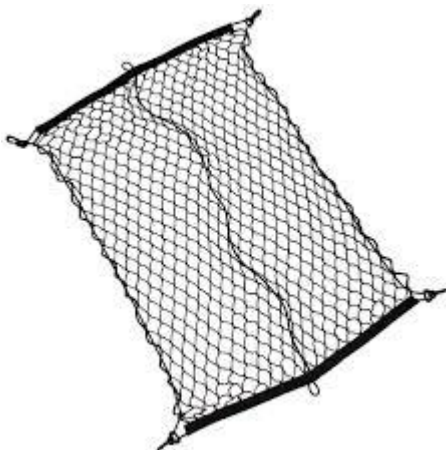


Net

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.



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



SECTION 4: TOOLS

Shovel

Encumbrance 5
Damage: Str+1d4
2-hands



Crowbar

Encumbrance 2
Damage: Str+1d4
Material: Iron



Tire Iron

Encumbrance 2
Damage: Str+1d4



Ice Pick

Encumbrance 1/2
Damage: Str+1d4
-2 parry, -2 notice during search



Chainsaw

Encumbrance 25

Damage: 2d6+4

Natural "1" on fighting die means user hits himself, regardless of wild die.

Min Str: 1d8



Mechanic's Tool Kit

Encumbrance 5



Electrician's Tool Kit

Encumbrance 5



Hammer

Encumbrance 1

Damage: Str +1d4



Pick Axe**Encumbrance** 10**Damage:** Str+1d8

-1 Parry, 2-hands

**Axe****Encumbrance** 10**Damage:** Str+1d8

-1 Parry; 2-hands

**Hatchet****Encumbrance** 2**Damage:** Str+1d6**Sledge Hammer****Encumbrance** 15 **Min Str** 1d6**Damage:** Str+1d8

-1 Parry, 2 hands



SECTION 5: ADVENTURE GEAR

Grappling Hook

Encumbrance 2

Material: Steel

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



Grappling Gun

Encumbrance 5

Material: Steel

Limit: Can be used to throw up 4 stories max



Rope 50'

Encumbrance 15

Material: Hemp



Silk Rope 50'

Encumbrance 8

Material: silk (expensive)



Lock Picks

Encumbrance 1



Glass Cutter

Encumbrance 0



Glass Hole Cutter

Encumbrance 3



Battering Ram

Encumbrance 35

Material: Steel



Lantern (4" radius)**Encumbrance** 3**Material:** Propane**Flash Light****Encumbrance** 3**Damage:** Str+1

10" Beam

**Flare Gun****Encumbrance** 4 (includes 6 flares)**Range** 12/24/28**Damage:** 2d6 Single Shot

Large Burst Illumination

**Handcuffs****Encumbrance** 1**Material:** steel

Lineman's Telephone

Encumbrance 2

Can be used to tap into phone wire



Magnifying Glass

Encumbrance 1



Camera

Encumbrance 4



Binoculars

Encumbrance 2

+3 to Notice Rolls at distance



Canteen

Encumbrance 3 (includes 2 pints water)



Backpack

Encumbrance 2

Material: Canvas



Bedroll

Encumbrance 4



Parachute

Encumbrance 20



Whistle

Encumbrance 0

Material: steel



Disguise Kit

Encumbrance 4

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



ROAD FLARE

Encumbrance ½

Area of Effect: Large Burst, 10 rounds



Gas Can

Encumbrance 42 (full) 2 (empty)

Contains: 5 gallons of gasoline



Survival Kit

Encumbrance 5

Effect: +2 bonus to Survival Rolls



Swiss Army Knife

Encumbrance 1

Damage: Str

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



Climbing Gear

Encumbrance 10

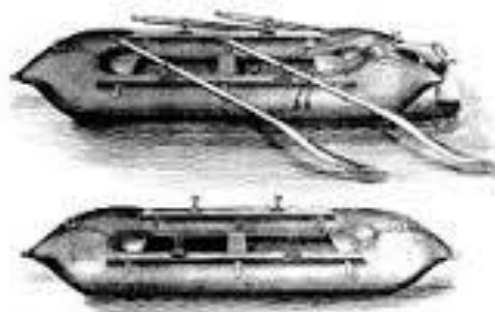
+2 to Climbing Checks



Inflatable Rubber Raft

Encumbrance 30

Holds: 3 people



SECTION SIX: PERSONAL GEAR

Umbrella

Encumbrance 2



Lighter

Encumbrance 0



Canvas Bag

Encumbrance 1

Contains: up to 50 Encumbrance of stuff



Steamer Trunk

Encumbrance 10

Contains: up to 40 Enc of stuff



Brief Case

Encumbrance 2

Contains: up to 10 Enc of flat stuff



Suit Case

Encumbrance 4

Contains: up to 20 Enc of stuff



Metal Flask

Encumbrance 1

Material: steel

Holds 1 pint



Bottle of Good Bourbon

Encumbrance 3

Material: Glass



Dapper Dan Pomade (or FOP)

Encumbrance 0



Awesome Pocket Watch

Encumbrance 0



Box of Good Cigars

Encumbrance 2



Fancy Box of Toothpicks

Encumbrance 0



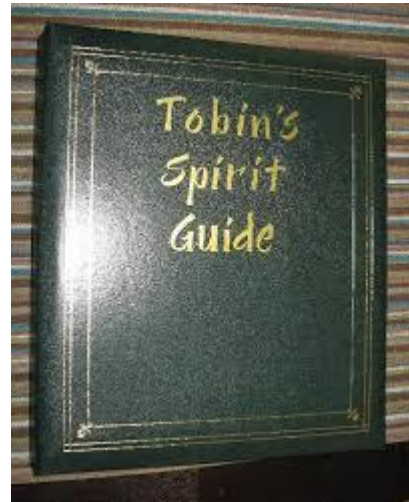
Bible

Encumbrance 2



Tobin's Spirit Guide

Encumbrance 2



Harmonica

Encumbrance 0



Deck of Cards

Encumbrance 0



SECTION SEVEN: MEDICAL, ELECTRONIC AND SCIENTIFIC GEAR

Bottle of Cyanide

Encumbrance 1

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



Bottle of Chloroform

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



Cyanide Antidote Kit

Encumbrance 3

Successful Healing check stops any further damage from Cyanide poisoning



Anti-venom

Encumbrance 1

Effect: negates poison from 1 attack by scorpion or snake



Doctor's Bag

Encumbrance 6

Required for "Medical Attention" in field



First Aid Kit

Encumbrance 3

Required to Treat Injuries after battle



Bottle of Acid

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

Encumbrance 2 contains 12 doses

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

Encumbrance 25



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

Radio Receiver

Encumbrance 4



Must be fixed in a car or building
(note, same as police car radios, can receive only at this point in time)

Commercial Radio

Encumbrance 6



Sampling Kit

Encumbrance 3

For taking scientific or forensic samples



Metal Detector
Encumbrance 5



Microscope
Encumbrance 5



Geiger Counter
Encumbrance 2



Chemical Test Kit
Encumbrance 8

