

**TO A BLOODY PULP**

**A SAVAGE WORLDS CAMPAIGN**

**GOTHAM CITY, 1934**

# **GEAR SUPPLEMENT #1**

**A random grab bag of weapons and adventure gear**

**By David Nelson**

### Lewis Light Machine Gun (UK)

**Caliber:** ..303 **Range:** 24/48/96

**Damage:** 2d8 **AP** 2

**ROF:** 3 **Hi-Recoil**

**Encumbrance** 30 **Min Str** 1d8



### Mercy Pistol Bullets Mark 2

**Encumbrance** 1

**Effect:** These bullets in a pistol or submachine-gun always do 1d6 of non-lethal damage

**\*C-1 (used up when 1 on shooting roll comes up)**



### Savage Brand Mercy Bullets

**Encumbrance** 2

**Effect:** These bullets in a pistol or submachine-gun always do no damage, but target who is hit must make a Vigor check or fall unconscious for 10-40 minutes

**\*C-1 (used up when 1 on shooting roll comes up)**



These bullets are designed and produced by Clark Savage and his band of do-gooders in New York and are small glass capsules with a powerful anesthetic liquid inside

### Savage Super Machine Pistol

**Caliber:** .20 **Range:** 12/24/48

**Damage:** 1d6 **AP** 0

**ROF:** 3 **Auto-select**

**Encumbrance** 7



**Special:** designed by Clark Savage, usually uses special mercy bullets; can do full auto without auto-fire penalty

### **Mauser C98 (German)**

**Caliber:** 7.5mm **Range:** 12/24/48

**Damage:** 2d6 **AP** 2

**ROF:** 1 **Semi-Auto**

**Encumbrance** 9



### **Cigar-Lighter Dart Shooter**

**Encumbrance** 1

**Range:** 2/4/6

**Effect:** disguised as a cigar lighter, this has two uses, an unwitting user will shoot himself in the hand when using it a lighter. By a familiar user it can be used as a dart gun (requires called shot to hand (-2) or other exposed flesh to penetrate) In either case, the dart must first be treated with some sort of venom. The lighter can hold 4 darts.



### **Deadly Venom**

**Encumbrance** 1

**Effect:** a deadly poison that must be injected into blood stream to have effect. The bottle has enough venom to make 8 attacks (applied to dart, arrow, knife etc, one use per weapon) On a hit that penetrates—a shaken result with a weapon, or a hit on exposed skin by small dart, causes target to save vs. Vigor or immediately take 4 wounds.

**\*C-8**



### **Paralytic Venom**

**Encumbrance** 1

**Effect:** a paralytic agent that must be injected into blood stream to have effect. The bottle has enough venom to make 8 attacks (applied to dart, arrow, knife etc, one use per weapon) On a hit that penetrates—a shaken result with a weapon, or a hit on exposed skin by small dart, causes target to save vs. Vigor or immediately become paralyzed for 1 hour.

**\*C-8**



### Dart Rifle

**Caliber:** dart **Range:** 15/30/45

**Damage:** 2d6 **AP** 0

**ROF:** 1 bolt action

**Encumbrance** 12

Air-powered and Silent, uses darts that must be filled with some sort of venom



### Climbing Suction Cups

**Encumbrance** 5

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



### Tranquilizing Venom

**Encumbrance** 1

**Effect:** a sleep-producing agent that must be injected into blood stream to have effect. The bottle has enough v to make 8 attacks (applied to dart, arrow, knife etc, one use per weapon) On a hit that penetrates—a shaken result with a weapon, or a hit on exposed skin by small dart, causes target to save vs. Vigor or fall asleep for 1-4 hours

**\*C-8**



### Rope Ladder 50'

**Encumbrance** 35

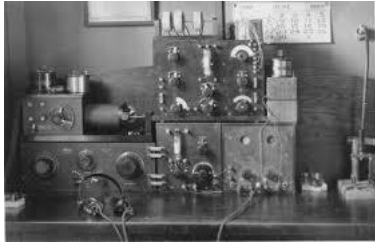
**Effect:** allows someone to climb up or down without making a climb check



## **RADIO SIGNAL LOCATOR**

**Encumbrance** 75

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



## **INFRARED GOGGLES**

**Encumbrance** 1

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



## **INFRARED LAMP**

**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 SRAY**

**Encumbrance** 1

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

**\*C-8**



### SEMAPHORE LAMP

**Encumbrance** 3

**Effect:** allows coded communication at line of sight.



### Savage Gadget Vest

**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.



### Savage Mesh Vest

**Encumbrance** 9

**Armor Value:** +3

**Coverage:** torso

**Effect:** a special metallic mail vest designed by Clark Savage which gives equal light-weight protection against all sorts of attacks.



### Cigar-Lighter Flame Thrower

**Encumbrance** 1

**Range:** 2/4/6

**Effect:** disguised as a cigar lighter, this device shoots off a fire attack, hitting a small burst template, doing 3d6 damage.

**\*C-1**



## Two-Way Wrist Radio

**Encumbrance 0**

**Effect:** A portal radium-powered, two-way radio with a 2 mile range, configured as a wrist watch.



## Experimental Rocket Pack

**Encumbrance 15**

**Effect:** gives the wearer the power to fly (using pilot skill) for 30 minutes with a max speed of 48, Acceleration of 12, Climb 6



## Dictaphone

**Encumbrance 5**

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



## Wire Recorder

**Encumbrance 5**

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



### Baseball Bat

**Encumbrance 2**

**Damage:** Str+1d6 (2 hands)



### Motorcycle Helmet

**Encumbrance: 3**

**Armor: 2**

**Coverage:** head (75%)



### Paraglider

**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.



### Puma Brand Pomade

**Encumbrance: 0 \*C-8**



iamlove shop



### **Hornet Gas Gun**

Caliber: gas Range: 2/4/6

Damage: special AP 0

ROF: 1

Encumbrance 5

The gun fires a stream of anesthetic gas, if hit, target makes a Vigor roll or falls unconscious (if shot was a raise, Vigor is -2) .



### **Combat Boomerang**

Range: 6/12/24

Damage: Str+1d4

ROF: 1

Encumbrance 1

Can also be used as a grappling hook



### **Land Mine (Pressure)**

Encumbrance 3

Use: when stepped upon explodes in medium burst template for 3d6 damage. Can also be rigged to fire by a trip wire or other mechanical booby-trap.



### **Land Mine (Remote)**

Encumbrance 3

Use: when operator electrically activates trigger (demolition kit), by a wire connection, explodes in medium burst template for 3d6 damage. Multiple mines can be wired to the same trigger

