

**TO A BLOODY PULP**

**A SAVAGE WORLDS CAMPAIGN**

**GOTHAM CITY, 1934**

# **GEAR CATALOGUE**

**Tools, adventure gear, personal gear and medical/chemical  
and electronic gear**

**DRAFT #4**

**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

## 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: 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 2: 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 \*C-6

**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 \*C-1

**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** 1/3

**Damage:** Str

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



### Climbing Gear

**Encumbrance** 10

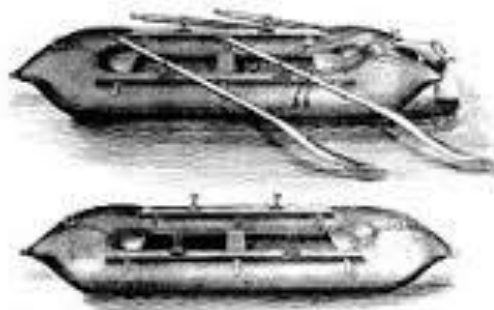
+2 to Climbing Checks



### Inflatable Rubber Raft

**Encumbrance** 30

Holds: 3 people



## SECTION THREE: 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 \*C-1

### Dapper Dan Pomade (or FOP)

Encumbrance 0 \*C-8



### Awesome Pocket Watch

Encumbrance 0



### Box of Good Cigars

Encumbrance 2 \*C-18



### Fancy Box of Toothpicks

Encumbrance 0





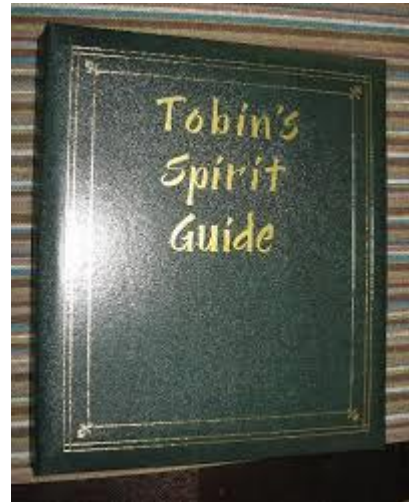
### **Bible**

Encumbrance 2



### **Tobin's Spirit Guide**

Encumbrance 2



### **Harmonica**

Encumbrance 0



### **Deck of Cards**

Encumbrance 0





## SECTION FOUR: MEDICAL, ELECTRONIC AND SCIENTIFIC GEAR

### Bottle of Cyanide

**Encumbrance** 1

**Damage:** Vigor roll every 10 minutes for 1 hour or take a wound, 3<sup>rd</sup> wound equals death. \*C-10



### 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 \*C-6



### Cyanide Antidote Kit

**Encumbrance** 3 \*C-1

Successful Healing check stops any further damage from Cyanide poisoning



### Anti-venom

**Encumbrance** 1 \*C-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 \*C-1

**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 \*C-12

**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

