

**TO A BLOODY PULP**  
**A SAVAGE WORLDS CAMPAIGN**  
**GOTHAM CITY, 1934**

# **GEAR CATALOGUE**

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

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# 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 AP1

-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

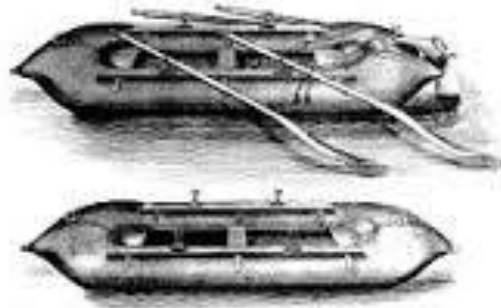
+2 to Climbing Checks



### 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





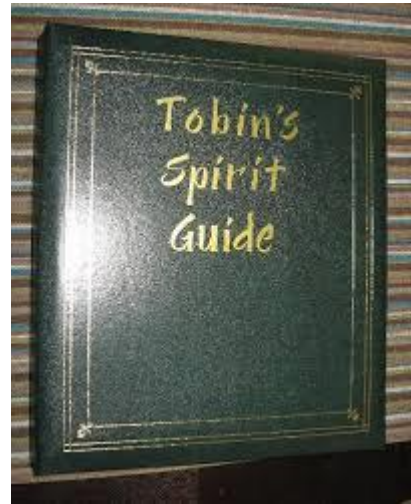
**Bible**

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 (grappler 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

