**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**

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| **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 damge**\*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** 7Special: designed by Clark Savage, usually uses special mercy bullets; can do full auto without auto-fire penalty |

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| **Mauser C98 (German)****Caliber**: 755mm **Range**: 12/24/48**Damage:** 2d6 **AP 2** **ROF**: 1 Semi-Auto **Encumbrance** 9 | **C****igar-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 smalll 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** |

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| **Dart Rifle****Caliber**: dart **Range**: 15/30/45**Damage:** 2d6 **AP 0** **ROF**: 1 bolt action **Encumbrance** 12Air-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 |

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| **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 googles 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** |

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| **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** |

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| **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:** gves 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 |

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| **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** |
| **Hornet Gas Gun**Caliber: gas Range: 2/4/6Damage: special AP 0 ROF: 1 Encumbrance 5The 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: 6/12/24Damage: Str+1d4 ROF: 1 Encumbrance 1Can also be used as a grappling hook |
| **Land Mine (Pressure)**Encumbrance 3Use: 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 3Use: 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 |