**TO A BLOODY PULP**

**A SAVAGE WORLDS CAMPAIGN**

**GOTHAM CITY, 1934**

**GEAR CATALOGUE**

**EVERYTHING BUT GUNS**

**DRAFT #2**

**By David Nelson**

**TO A BLOODY PULP OTHER GEAR CATALOGE**

**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.

**SECTION 1: ARMOR AND PROTECTIVE DEVICES**

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| **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 |

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| **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**

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| **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 |

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| **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. |

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| **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 |

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| **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 |

**SECTION 3: MELEE WEAPON, BOWS ETC.**

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| **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 |

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| **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 |

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| **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 |

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| **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” |

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| **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**

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| **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 |

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| **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 |

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| **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**

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| **Grappling Hook**  **Encumbrance** 2  **Material:** Steel | **Lock Picks**  **Encumbrance** 1 |
| **Rope 50’**  **Encumbrance** 15  **Material:** Hemp | **Silk Rope 50’**  **Encumbrance** 8  **Material:** silk (expensive) |

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| **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 |

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| **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 |

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| **Canteen**  **Encumbrance** 3 (includes 2 pints water) | **Backpack**  **Encumbrance** 2  **Material:** Canvas |
| **Bedroll**  **Encumbrance** 4 | **Parachute**  **Encumbrance** 20 |

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| **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 |

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| **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**

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| **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 |

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| **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 |

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| **Dapper Dan Pomade (or FOP)**  **Encumbrance** 0 | **Awesome Pocket Watch**  **Encumbrance** 0 |
| **Box of Good Cigars**  **Encumbrance** 2 | **Fancy Box of Toothpicks**  **Encumbrance** 0 |

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| **Bible**  **Encumbrance** 2 | **Tobin’s Spirit Guide**  **Encumbrance** 2 |
| **Harmonica**  **Encumbrance** 0 | **Deck of Cards**  **Encumbrance** 0 |

**SECTION SEVEN: MEDICAL AND SCIENTIFIC GEAR**

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| **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 |

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| **Doctor’s Bag**  **Encumbrance** 6  **Required for “Medical Attention” in field** | **First Aid Kit**  **Encumbrance** 3  **Required to Treat Injuries after battle** |
| **Geiger Counter**  **Encumbrance** 2 | **Chemical Test Kit**  **Encumbrance** 8 |