**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** 7    Special: 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** 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 |

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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: 2/4/6  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 |