Loot Checks

When the fiction allows it—scavenging ruins, salvaging day-side mining drones, looting abandoned settlements—you can make a **loot check**.

You start with a **d12 loot die**, which steps down after each use. You may continue using it at d4, but at your own risk. To reset your loot die, you must **catch your breath**.

Roll your current loot die and interpret the result:

- **1-2:** Trouble is here… (immediate threat manifests)
- **3-4:** There's trouble ahead… (danger is approaching)
- **5-6:** You find a **d6 item**
- **7-8:** You find a **d8 item**
- **9-10:** You find a **d10 item** or a **med kit**
- **11-12:** You find a **d12 item** or a **med kit**

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