Loot Tables

When you make a loot check, roll for item type based on result (d6, d8, d10, or d12 item). Then roll or choose from the appropriate table:

d6 Items (Common)

1. Glowcap rations (3 days)
2. Water tokens (3 tokens)
3. Bioluminescent markers
4. Adaptive layering
5. Basic repair tools
6. Wind chimes (for early storm warning)

d8 Items (Uncommon)

1. Weather shield
2. Pressure bow
3. Wind compass
4. Climbing kit
5. Comm crystal
6. Thermal gel (3 doses)

d10 Items (Rare)

1. Geothermal armor
2. Stormcaster (3 charges)
3. Resonance crystal
4. Thermal pike
5. Data crystal (Earth archives fragment)
6. Water reclamation unit

d12 Items (Very Rare)

1. Thermal lance
2. Vibro-staff
3. Heat-resistant alloys
4. Psychic dampener

5. Ancient Earth tech fragment (functional)
6. Bonded creature egg (wind serpent, thermal lizard)

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