

# END OF DAYS RANDOM FINDS

Search Venue						Quality of Find			
2d6	Rural	Rubble	Residential	Commercial	Industrial	2d6	Result	DM	
2	Data/Comm	Food	Survival	Medicine	Food	2	Hazard		
3	Medicine	Luxury	Environment	Survival	Survival	3	Utility 0	Rural	0
4	Transport	Fuel	Data/Comm	Tool/Kits	Environment	4-5	Utility 1	Rubble	-2
5	Environment	Tools/Kits	Weapons	Clothes/Armor	Weapons	6-8	Utility 2	Residential	0
6	Weapons	Weapons	Food	Weapons	Data/Comm	9-10	Utility 3	Commercial	-1
7	food	Environment	Luxury	Data/Comm	Tool/Kits	11	Utility 5	Industrial	0
8	Tools/Kits	Transport	Fuel/Power	Luxury	Transport	12	Cache		
9	Survival	Data/Comm	Clothes/Armor	Food	Fuel/Power				
10	Clothes	Clothes	Transport	Environment	Clothes				
11	Fuel/Power	Medicine	Medicine	Transport	Luxuries				
12	Luxury	Survival	Survival	Fuel/Power	Medicine				

## Food

Utility 0	Spoiled food/Contaminated water
Utility 1	Pure Water Source
Utility 2	Fresh Stock of Natural Foods
Utility 3	Stock of preserved natural food
Utility 4	Canned or dried food
Utility 5	Freezed dried food, high tech packaging

## Luxuries

Utility 0	Junked Household appliances. Bad liquor (nausea for 1d3 hours if consumed). CDs, etc.
Utility 1	Home fermented wine or beer. Jewelry, art, working appliances
Utility 2	Home distilled liquor, athletic equipment
Utility 3	Pure grain alcohol - drink or fuel. Tobacco. Working entertainment. Luxury foods.
Utility 4	Pre-ruin liquor. Useful athletic gear (armor, bats, climbing gear)
Utility 5	Still. High tech sporting gear. Camping gear.

## Weapons

Utility 0	Crude HTH weapons. Junked firearms.
Utility 1	Poor quality HTH weapons, non-functional guns, bad ammo, materials for crude explosives
Utility 2	Fair quality HTH weapons, cheap low quality guns, rimfire ammo
Utility 3	Good quality HTH weapon, common firearm, ammunition, explosives
Utility 4	Excellent quality HTH weapon, high quality firearms and ammo. Gun accessories
Utility 5	Military grade weapons, reloading gear, military ordnance and explosives

## Fuel/Power

Utility 0	Dry and unrotted wood or similar fuels
Utility 1	Damaged batteries, consumer grade hand cranked generator of low output
Utility 2	Manual generator, lead acid or similar rechargeable batteries
Utility 3	Fuel grade alcohol. Sealed batteries
Utility 4	Motorized generator, wind turbine or parts, gasoline or similar fuels
Utility 5	Solar Panels, beta-voltaics

## Clothes/Armor

Utility 0	Light cloth. Clothing in poor condition.
Utility 1	Stored Clothing. Material that can be improvised into light armor or shields
Utility 2	Heavy leather clothing. Good quality synthetics
Utility 3	Outdoor clothing, boots, etc
Utility 4	Kevlar and similar flexible armors
Utility 5	Military grade armor

## Tools/Kits

Utility 0	Simple tools: Crowbar, hammer, etc
Utility 1	Good quality tools or simple tool kit
Utility 2	High quality tools, lockpicks
Utility 3	Working power tools
Utility 4	High quality or specialist tools
Utility 5	Full scale shops capable of complex fabrication

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## Medicine

Utility 0	Material for bandages, splints
Utility 1	Basic first aid kit
Utility 2	Advanced first aid kit
Utility 3	Basic drugs
Utility 4	Advanced drugs
Utility 5	Surgical supplies, sealed drugs, etc

## Data/Communications

Utility 0	Old fiction, magazines, etc
Utility 1	Crude maps, popular non-fiction
Utility 2	Maps, beginners how-to books
Utility 3	Reference books and manuals, radio receiver
Utility 4	Calculators, advanced technical manuals, two way radios
Utility 5	Computers, advanced communications, etc

## Transport

Utility 0	Completely totalled, unsalvageable cars. Roller skates, pogo stick, etc
Utility 1	Muscle powered vehicle: Bicycles etc
Utility 2	Low speed powered vehicles: Mopeds, scooters, junked cars with salvageable parts
Utility 3	Partially working vehicle. Low durability.
Utility 4	Working vehicle, horse or other transport animal, animal conveyance
Utility 5	Working vehicle in good repair. High tech vehicle.

## Environment

Utility 0	
Utility 1	Matches, detergent or other household goods
Utility 2	Optics, candles, lamps and other non-electrical light sources
Utility 3	Flasjlight, binary (yes/no) detection gear, mine detector, chemical testor
Utility 4	Detailed readout detector, intruder detection system
Utility 5	Radar, Night vision gear, shotgun mike, etc

## Survival

Utility 0	Frayed long underwear, gunny sack, string or twine, nasty old blanket
Utility 1	Small carrying sack, baggies, light rope, heavy cloth overgarment, messkit, utensils, bottle
Utility 2	Heavy rope, shoulder bag, web gear, cloth tent, rain gear, life preserver, etc
Utility 3	Mountaineering rope, climbing gear, highway flares, sleeping bag, backpack, compass, canteen
Utility 4	Backpacking tent, thermal underwear, axe, machete, brush knife, saw
Utility 5	Flare gun, heater thermal clothing, raft, kayak, high tech camp gear