

A detailed illustration of a post-apocalyptic setting. In the center, a man with a beard and a woman, both equipped with backpacks and firearms, stand on a dirt path. The man holds a rifle, and the woman holds a handgun. To their left, a zombie with a white mask and tattered clothing walks towards them. In the background, another zombie is visible. The scene is set in a residential area with a two-story house, a utility pole, and a chain-link fence. A mailbox is visible on the right. The ground is littered with debris, including a fallen zombie in the foreground. The lighting is dramatic, with a bright sun low on the horizon, creating a hazy, atmospheric effect. The title 'D&Z' is written in large, bold, black letters at the top, and 'GAME MASTER'S GUIDE' is written in white, bold, block letters below it.

D&Z

GAME MASTER'S GUIDE

**A GUIDE TO A MODERN DAY, POST-APOCALYPTIC
SETTING FOR DUNGEONS & DRAGONS 5TH EDITION**

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V.4.1

CONTENTS

Introduction	3	Items	18
<hr/>		<hr/>	
The Infection.....	3	Special Items.....	18
NPC's	4	Food Items.....	19
<hr/>		House Loot.....	20
Zombies	4	Kitchen Loot.....	21
Zombie.....	4	Bedroom Loot.....	22
Crawler.....	4	Bathroom Loot.....	23
Runner.....	5	Garage Loot.....	24
Baby Zombie.....	5	Office Loot.....	25
Clicker.....	6	Vehicle Loot.....	26
Armored Zombie.....	7	Dead Body Loot.....	27
Hunter.....	8	Military Loot.....	28
Tank.....	9	Police Loot.....	29
Jockey.....	10	Medical Loot.....	30
Smoker.....	10	Industrial Loot.....	31
Bloater.....	11	Farm Loot.....	32
Spitter.....	12	Head & Face Clothing.....	33
Colossus Mutant.....	13	Chest Clothing.....	34
Human NPC's	14	Leg Clothing.....	35
Bandit.....	14	Shoe & Hand Clothing.....	36
Bandit Leader.....	14	Backpacks & Holsters.....	37
Survivor.....	15	Random Encounters	38
Military & Police.....	15	<hr/>	
Vehicle Types	16	Credits	40
<hr/>		<hr/>	



Introduction

You are the Game Master. Creator of Worlds. A God among nerds. You control everything... Almost everything... But today, you want to play something new. Something unique. Well look no further. D&Z is a *Dungeons and Dragons 5e* Inspired RPG game written by Jay Gilbert, set in a modern post-apocalyptic universe. As the GM you are responsible for creating a living and breathing world (or lack thereof). This document (paired with the *Player's Guide to D&Z* and the *D&D 5e Player's Handbook*) can be used like a template for creating your very own zombie survival world. The game mechanics are already done for you here. You just need to create the world and the story.

The *Player's Guide to D&Z* explains how to create a modern day character for D&Z. You must read the *Player's Guide* as well as the *GM's Guide* to understand how everything works together.

The *GM's Guide* mostly includes monster stats, items, and other helpful information to suit your apocalyptic needs. But these are all just the base elements, feel free to add anything you can think of to your game.

The Infection

At the end of the day, the lore is up to you. However, we've provided you with a default infection to implement into your story:

The infection is a fungus that targets the brain of its host. It most likely evolved from targeting animals to humans at some point and began to spread quickly through the populations. The fungus is transferred to a human through the bloodstream. This can be done by being bitten by a zombie or inhaling spores.

Bites:

Saliva (or other fluids) from the zombie may enter the bloodstream if from a bite. A zombie bite only

transfers the infection if the zombie rolls a critical hit. Upon a crit, the player must make a DC 18 CON saving throw or be infected.

There is no immediate side effect from receiving the infection. For 48 hours, the infected person shows no symptoms.

Afterwhich, the human enters **Stage 1** of infection and loses control of their body, they are now an NPC and the GM gains full control over the character. They become hyper-aggressive and lose all rational thoughts. Fungus begin to grow on the body and their stats become that of a Zombie.

The zombie enters **Stage 2** after two weeks, where it may transition to one of the other simple zombie types. These include: The *Crawler*, *Runner* and *Baby Zombie*. If the zombie doesn't eat for more than four weeks, it dies.

At week four, it enters **Stage 3**. The zombie may transition again. This time into any of the following: The *Clicker*, *Charger*, *Hunter*, *Tank*, *Jockey*, *Smoker*, *Bloater*, or *Spitter*.

Spores:

When a zombie dies, it attaches itself to a wall or object and the fungus begins to grow out from the host. Fungus covers the surrounding surfaces. After two weeks of growing, the fungus matures and releases spores into the air. If a player breathes in these spores and fails a DC15 CON saving throw, they will become infected.

Zombie Headshots

As an optional game mechanic, the GM may implement the Headshot rule. Best for worlds that require headshots to kill zombies.

The killing blow made against a zombie is automatically considered a Headshot, unless the player or character specifies otherwise. Additionally, any attack rendering a creature unconscious can be considered a headshot if the attacker specifies, preventing the creature from coming back alive as a zombie.

NPC's

As a GM, you have nearly unlimited options to make for your post apocalyptic zombie game. One of the biggest decisions is the Zombies. How realistic do you want your game to be? Below is a list of pre-built creatures for your game. All Zombies are hit point based. You could alternatively force players to need a headshot to kill. The first is the Normal Zombie. This is your standard for any game and is the most simple version. After that, the creatures become less realistic but more unique.

Zombie

The walking dead. They look much like a normal person but features like boils and fungus set them apart from their living counterparts. They show no emotion and wander about aimlessly when food isn't around.

AC: 8
HP: 10
Speed: 10

STR	DEX	CON	INT	WIS	CHA
13(+1)	6(-2)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 Ft., passive Perception 8
Languages None
Challenge 1/4 (50 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage.

Slash. *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) piercing damage.



Crawler

Crawlers are just like a zombie except something has happened to their legs. Usually they have been chopped off, forcing them to use their hands to drag themselves around.

AC: 5
HP: 5
Speed: 5

STR	DEX	CON	INT	WIS	CHA
8(-1)	1(-5)	15(+2)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 60 Ft., passive Perception 8
Languages None
Challenge 1/8 (25 XP)

Crawler is always prone
ACTIONS:

Slam. *Melee Weapon Attack:* -5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage.

Slash. *Melee Weapon Attack:* -5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* -6 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) piercing damage.

Runner

Zoom Zoom! These bad boys are a survivor's worst nightmare. Not only do they want to eat you, but they also can do it really fast.

AC: 11

HP: 15

Speed: 30

<u>STR</u>	<u>DEX</u>	<u>CON</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
13(+1)	14(+2)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 1/2 (100 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage

Slash. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* -1 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.

Baby Zombie

"A child!" They might look all cute and innocent, but they're teething, and boy do they need a chew toy.

AC: 5

HP: 5

Speed: 20

<u>STR</u>	<u>DEX</u>	<u>CON</u>	<u>INT</u>	<u>WIS</u>	<u>CHA</u>
7(-2)	14(+2)	11(+0)	2(-4)	1(-5)	14(+2)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 5

Languages None

Challenge 1/4 (60 XP)

ACTIONS:

Slash. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

Bite. *Melee Weapon Attack:* -2 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.





Clicker

Due to excessive growths of fungus and boils on its face, the Clicker has lost its eyesight and now resorts to using echolocation to navigate. It wanders about cautiously while it lets out audible clicking sounds which can be heard by players when close enough.

AC: 12

HP: 45

Speed: 15

STR	DEX	CON	INT	WIS	CHA
13(+1)	6(-2)	16(+3)	6(-2)	5(-3)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses passive Perception 7

Languages None

Challenge 3 (700 XP)

ACTIONS:

Unless Clicker is provoked by gunfire within 60 feet, players failing a DC 10 stealth roll within a 30 foot radius, or being attacked directly, the Clicker will not attack. Clicker uses echolocation since it is blind. (Clicking sounds can be heard by players when nearby)

Slash. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: (1d10 + 1) slashing damage.

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: (1d6 + 1) bludgeoning damage

Chomp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: (3d10 + 1) slashing damage.

Guarded Visage. Once per day, the Clicker may choose to ignore a critical hit that it was the target of.

Armored Zombie

What was once a Police Officer or National Guard soldier, is now a stumbling sack of flesh and kevlar. Thankfully it's pretty slow with all that extra weight.

AC: 16

HP: 11

Speed: 5

STR	DEX	CON	INT	WIS	CHA
16(+3)	4(-3)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Resistances Slashing, Piercing

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 5

Languages None

Challenge 3 (700 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + STR) bludgeoning damage

CQC. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d8 + STR) slashing damage

Armored. *Action:* Once per turn, the Armored Zombie may choose to take a knee in a crouched position, giving it +2 AC. The Armored action lasts for one round and the Armored Zombie is considered prone for the duration.



Hunter

The Hunter looks much like a zombie, except they walk on all fours and uses its special “Pounce” ability to knock players prone and begin tearing them apart. They only come out at night

AC: 15

HP: 25

Speed: 25

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	16(+3)	12(+1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 2 (450 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage

Pounce. *Melee Weapon Attack:* +1 to hit, player must roll a DC 13 Dexterity Saving Throw or be knocked prone for 1 full turn. Range 10 feet., One target. *Hit:* (1d6 + 2) slashing damage. Players must make a DC 15 Strength Saving Throw to escape the Pounce attack or be knocked prone for an additional turn.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.



Tank

This big guy forgot leg day, but his upper body is on point. The Tank is extremely muscular in both of its arms and is capable of lifting boulders, cars, and even pieces of the road to chuck at the players.

AC: 17

HP: 75

Speed: 20

STR	DEX	CON	INT	WIS	CHA
18(+4)	3(-4)	10(+0)	8(-1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 7 (2,900 XP)

ACTIONS:

Hulk Punch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (2d12 + STR) bludgeoning damage and pushes players back 10 feet plus the damage roll total.

Rubble Smash. *Ranged Attack:* (Players must succeed in a DC10 Dexterity Saving Throw) range 15 ft., one target. *Hit* (2d12+STR) damage.

Charge. *Melee Weapon Attack:* Range 40 ft (straight line only), one target. Players must succeed in a DC 10 Dexterity Saving Throw or be grappled by the Tank. Tank may move an additional 10 feet after a player is grappled. Tank will slam a player into any nearby solid objects dealing 1d8+STR per turn. Player must succeed in a DC 15 Strength Saving Throw or will continue to be grappled by the Tank.



Jockey

The Jockey is a chunky, tiny creature. It bears a wide smile of teeth which burrows into a survivor's head while using its "Head Grapple" ability. Its arms and legs are skinny and frail looking.

AC: 13

HP: 30

Speed: 20

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	16(+3)	16(+3)	10(+0)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 10

Languages None

Challenge 3 (700 XP)

ACTIONS:

Head Grapple. *Melee Weapon Attack:* Player must roll a DC 13 Dexterity Saving Throw or be grappled for 1 full turn. Reach 10 ft., one target. *Hit:* (1d4+1) slashing damage. While Jockey is grappled to Player's head, Jockey is in full control of Player's movement. Player's speed is halved while grappled.



Smoker

This zombie creature is covered in boils on the left side of its body from the top of its head, to the arms and legs. A tentacle-like tongue hangs from its mouth. When using its "Frog Tongue" ability, it whips the tongue at extremely high speeds, making it a difficult dodge. The tongue will strangle the survivor and pull them inward, forcing them to breathe a toxic gas from their mouth.

AC: 12

HP: 30

Speed: 20

STR	DEX	CON	INT	WIS	CHA
13(+1)	16(+3)	10(+0)	10(+0)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 5 (1,800 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d6 + STR) bludgeoning damage

Frog Tongue. *Ranged Weapon Attack:* +3 to hit, range 15 ft., one target. If a player does not succeed on a DC 15 Dexterity Saving Throw, they become grappled by the Smoker and will be pulled in toward the creature. It releases a toxic gas to kill the player while grappled. (1d6) damage per turn unless the player is wearing a working gas mask.

Final Blow. *Ranged attack:* Once killed, Smoker releases a toxic gas in a 15 foot radius dealing (1d6) damage unless the player is wearing a working gas mask. Impairs players vision giving them disadvantage on attacks for 1 round.

Bloater

The Bloater is a very vulnerable monster, but also deadly. Its low HP makes for a quick kill, but upon its death, this behemoth will explode all of its acidic vomit, dealing large aoe damage.

AC: 10

HP: 15

Speed: 10

STR	DEX	CON	INT	WIS	CHA
16(+3)	3(-4)	10(+0)	8(-1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Vulnerabilities Piercing

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 2 (450 XP)

ACTIONS:

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage

Acid Vomit. *Ranged attack:* +3 to hit, range 30 ft., multiple target area effect 5 foot radius. Zombies are immune to Acid Vomit. *Hit:* (1d6+2) poison damage. Area of effect lasts for one turn. A creature moving into the radius of the Acid Vomit after impact will be dealt (1d4+2) poison damage.

Bite. *Melee Weapon Attack:* -5 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.

Final Goodbye. *Ranged attack:* Once killed, Bloater explodes in a 10 foot radius dealing (2d10+5) acid damage.





Spitter

The Spitter has a long neck and a large gaping mouth. Its jaw detaches and makes the mouth even larger when it lets out its “Projectile Acid Vomit” ability.

AC: 12

HP: 22

Speed: 25

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	8(-1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 4 (1,100 XP)

ACTIONS:

Projectile Acid Vomit. Ranged attack: +3 to hit, range 30 ft., multiple target area effect 5 foot radius. Zombies are immune to Acid Vomit.

Hit: (1d6+2) poison damage. Area of effect lasts for one turn. A creature moving into the radius of the Acid Vomit after impact will be dealt (1d4+2) poison damage.

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1d10 + 1) slashing damage.

Slash. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1d10 + 1) slashing damage.



Colossus Mutant

The Colossus Mutant is a construction of multiple zombies merged together into one gargantuan giant. This massive beast wields a makeshift club made from the trunk of a tree. After the Mutant loses more and more health, it will begin to drop zombies from its back. These zombies will be added to the battlefield. At the end of its life, it will crumble into a heap of dead bodies and 1d10 zombies will rise back up.

AC: 16

HP: 120

Speed: 5

STR	DEX	CON	INT	WIS	CHA
26(+8)	5(-3)	12(+1)	13(+1)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Vulnerabilities Explosive

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 Ft., passive Perception 8

Languages None

Challenge 8 (3,900 XP)

ACTIONS:

Club. *Melee Weapon Attack:* +3 to hit, reach 10 ft., multiple target area of effect 5 foot radius. *Hit:* (3d6+8) damage.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (2d8 + 8) slashing damage.

Punch. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* (1d20 + 8) bludgeoning damage.

Dismantle. Once Colossus Mutant has lost 50% of its health (60HP), 1d4 zombies will fall apart from the body, becoming their own NPC's. This happens again at 25% health (30HP). Upon hitting 0 HP, the Mutant will crumble into a pile. 1d10 zombies will stand up ready to fight one last time.





Bandit (Human)

Bandits are other survivors that tend to be aggressive. Most are part of a group and wear symbols or colors that correspond to their particular gang.

AC: 13

HP: 26

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Languages Any one Language (Usually Common)

Challenge 1 (200 XP)

ACTIONS:

Spiked Bat. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. Hit: (1d8+1) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +2 to hit, range 40/75 ft., one target. Hit: (1d6+2) piercing damage.



Bandit Leader (Human)

The Bandit Leader is typically the strongest of the group. Whether that be their leadership skills, smarts, or plain old muscle. They are usually in charge of any actions that go on within a gang.

AC: 14

HP: 30

Speed: 30

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	10(+0)	10(+0)	10(+0)

Damage Resistances Slashing

Senses Passive Perception 10

Languages Any one Language (Usually Common)

Challenge 3 (700 XP)

ACTIONS:

Machete. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. Hit: (1d8+1) slashing damage.

AK-47. *Ranged Weapon Attack:* +4 to hit, range 40/75 ft., one target. Hit: (2d10+2) piercing damage.

Survivor (Human)

Survivors are just average people trying to survive. They may be aggressive or passive but they are simply doing what they have to do to survive. They may carry a random weapon(s).

AC: 11

HP: 20

Speed: 25

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	10(+0)	10(+0)

Senses Passive Perception 10

Languages Any one Language (Usually Common)

Challenge 1/8 (25 XP)

ACTIONS:

Fear. Survivors can run double their movement speed for 1 action per long or short rest. (Doesn't count as movement)

Military & Police (Human)

Military & Police are at first under the authority of the government, but soon after, they begin to break away to take care of their families. They wear camouflage and typically a full gas mask, a military helmet, military vest, pants and steel toe boots. They always carry at least one firearm on them at all times (usually military grade) and a knife.

AC: 16

HP: 30

Speed: 35

STR	DEX	CON	INT	WIS	CHA
16(+3)	14(+2)	15(+2)	10(+0)	7(-2)	11(+0)

Damage Resistances Slashing, Piercing

Senses Passive Perception 8

Languages Any one Language (Usually Common)

Challenge 6 (2,300 XP)

ACTIONS:

Teamwork. When put into a combat situation with 1 or more allies nearby, the Military Troop gains a +1 to every roll once it is their turn in combat.

Assault Rifle. Ranged Weapon Attack: +3 to hit, range 100/200 ft., one target. Hit: (3d6+2) piercing damage.

Military Knife. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: (1d4 + 3) slashing damage.



Vehicle Types (Standard)

Motorcycle

Armor Class	8
Main Hit Points	20
Passenger Limit	2
Top Speed	900ft
Round Speed	45ft
Miles Per Gallon	40
Tank Size	4 gallons
Engine HP	12
Engine STR	10 (0)
Wheel HP	3
Headlight HP	4

Pickup Truck

Armor Class	13
Main Hit Points	85
Passenger Limit	3 (+7 in truck bed)
Top Speed	900ft
Round Speed	45ft
Miles Per Gallon	20
Tank Size	25 gallons
Engine HP	30
Engine STR	15 (+2)
Wheel HP	5
Headlight HP	4
Window HP	5

Sedan

Armor Class	12
Main Hit Points	65
Passenger Limit	5 (+1 in trunk)
Top Speed	1000ft
Round Speed	50ft
Miles Per Gallon	30
Tank Size	12 gallons
Engine HP	25
Engine STR	14 (+2)
Wheel HP	3
Headlight HP	4
Window HP	4

Semi Truck

Armor Class	18
Main Hit Points	150
Passenger Limit	3 (+25 in trailer)
Top Speed	800ft
Round Speed	40ft
Miles Per Gallon	5
Tank Size	150 gallons
Engine HP	45
Engine STR	20 (+5)
Wheel HP	30
Headlight HP	4
Window HP	5

SUV

Armor Class	14
Main Hit Points	100
Passenger Limit	7
Top Speed	1000ft
Round Speed	50ft
Miles Per Gallon	25
Tank Size	20 gallons
Engine HP	35
Engine STR	16 (+3)
Wheel HP	5
Headlight HP	4
Window HP	5

RV

Armor Class	12
Main Hit Points	50
Passenger Limit	2 (+5 in back)
Top Speed	600ft
Round Speed	30ft
Miles Per Gallon	8
Tank Size	40 gallons
Engine HP	15
Engine STR	14 (+2)
Wheel HP	6
Headlight HP	4
Window HP	5

ATV/UTV

Armor Class	9
Main Hit Points	20
Passenger Limit	2/4
Top Speed	450ft
Round Speed	20ft
Miles Per Gallon	20
Tank Size	5 gallons
Engine HP	22
Engine STR	11 (+0)
Wheel HP	3
Headlight HP	4
Window HP	N/A

Bus

Armor Class	14
Main Hit Points	100
Passenger Limit	50
Top Speed	600ft
Round Speed	30ft
Miles Per Gallon	7
Tank Size	80 gallons
Engine HP	35
Engine STR	16 (+3)
Wheel HP	4
Headlight HP	4
Window HP	7

Vehicle Types (Special)

Humvee

Armor Class	17
Main Hit Points	300
Passenger Limit	4
Top Speed	500ft
Round Speed	25ft
Miles Per Gallon	5
Tank Size	25 gallons
Engine HP	55
Engine STR	19 (+4)
Wheel HP	30
Headlight HP	10
Window HP	20

APC

Armor Class	18
Main Hit Points	350
Passenger Limit	13
Top Speed	500ft
Round Speed	25ft
Miles Per Gallon	5
Tank Size	96 gallons
Engine HP	75
Engine STR	20 (+5)
Wheel HP	45
Headlight HP	4
Window HP	35

Train Engine

Armor Class	25
Main Hit Points	5000
Passenger Limit	2
Top Speed	500ft
Round Speed	25ft
Miles Per Gallon	500
Tank Size	3000 gallons
Engine HP	50
Engine STR	27 (+8)
Wheel HP	100
Headlight HP	10
Window HP	7

Tank

Armor Class	19
Main Hit Points	500
Passenger Limit	7
Top Speed	400ft
Round Speed	20ft
Miles Per Gallon	5
Tank Size	200 gallons
Engine HP	100
Engine STR	21 (+5)
Wheel HP	300
Headlight HP	5
Window HP	N/A

Horse

Armor Class	10
Main Hit Points	13
Passenger Limit	2
Top Speed	300ft
Round Speed	15ft
Engine STR	3 (-4)
Strength	10 (+0)

Bicycle

Armor Class	7
Main Hit Points	5
Passenger Limit	2
Top Speed	200ft
Round Speed	10ft
Engine STR	1 (-5)
Strength	Users STR
Wheel HP	2

Motorboat

Armor Class	11
Main Hit Points	25
Passenger Limit	5
Top Speed	400ft
Round Speed	20ft
Miles Per Gallon	7
Tank Size	30 gallons
Engine HP	15
Engine STR	13 (+1)
Headlight HP	5

Small Airplane

Armor Class	21
Main Hit Points	75
Passenger Limit	4
Top Speed	2000ft
Round Speed	100ft
Miles Per Gallon	100
Tank Size	50 gallons
Engine HP	30
Engine STR	23 (+6)
Wheel HP	10
Headlight HP	5
Window HP	7

Special Items

Flamethrower

Rounds: 1 Canister - Automatic

Damage: 3d12 + firearms (fire damage) Targets on fire take additional 1d6 dmg for 1 round.

Range/Area: Self/20ft cone

Canisters: Refueled by combining empty fuel canisters with a liquid fuel source (Gas)

PSRL-1 Rocket Launcher

Rounds: 1 Rocket - Automatic

Damage: 2d100 + firearms

Range: (60/100) Splash dmg 10ft radius

On a successful ranged attack the target must make a dexterity saving throw with a DC equal to 15. If they succeed, the target suffers only half damage, while on a failed save the target suffers full damage and is knocked prone.

Taser Gun

Rounds: 1 Round - Semi Auto

Damage: 1d4 + firearms

Range: (5/10)

(No disadvantage on 5 foot ranged attack)

On a successful ranged attack the target must make a constitution saving throw with a DC equal to 16. If they fail they are stunned for 1 round. At the beginning of each of the target's turns the target may reroll the constitution saving throw if they fail they are stunned for another round up to a maximum of 3 rounds.

(Taser cartridges cannot be reused)

Riot Shield

One-Handed item

AC: 19

Stealth Disadvantage

Narrow Protection: While the Riot Shield is equipped, all objects and creatures within the Narrow Protection zone have an AC of 19. The zone is 5ft x 5ft, directly behind the shield. The shield acts as total cover for anything obscured behind it. Attacks made when equipped with the Riot Shield are done with disadvantage.

Ghillie Suit

Head, Chest, & Leg slots clothing item

AC: +2

Stealth: +8 bonus to stealth checks in dense foliage environments

Camouflage: Spending one hour to veg your ghillie suit to match your environment provides an additional +2 to stealth checks

Mounted Machine Gun

Rounds: 500 Rounds - Automatic (25 Rounds)

Damage: 5d12 + firearms

Range: (100/300)

Repair: In order to utilize this weapon or item, a Tinkering check with a DC of 16 is required in order to make the item operational. On a failed check, the item is broken further and requires a higher DC of 18 in order to become operational.

Mounted: This weapon or item requires being placed onto a solid surface in order to be utilized. If used when not mounted, the user must make a Constitution saving throw with a DC of 15 or suffer 1 point of Exhaustion.

Slickster Tactical Vest

Chest slot clothing item

AC: +2

Stealth Disadvantage

Quick reload: While wearing the tactical vest, weapon reloads are made using a bonus action instead of an action.

Food Items (d100)

1. **Small bag of potato chips** (1 ration)
2. **Granola bar** (1 ration)
3. **Candy bar** (1 ration)
4. **Slice of bread** (1 ration)
5. **Loaf of bread** (3 rations)
6. **Expired milk** (1 water ration) (DC 15 Constitution saving throw or food poisoning)
7. **Plastic water bottle** (1 water ration)
8. **Plastic water gallon** (4 rations)
9. **Moldy cheese** (1 ration) (DC 15 Constitution saving throw or food poisoning)
10. **Canned beans** (1 ration)
11. **Canned corn** (1 ration)
12. **Canned tuna** (1 ration)
13. **Canned sardines** (1 ration)
14. **Canned soup** (1 ration)
15. **Raw noodles** (1 ration)
16. **Tomato** (1 ration)
17. **Potato** (1 ration)
18. **Apple** (1 ration)
19. **Pear** (1 ration)
20. **Corn** (1 ration)
21. **Box of Blueberries** (1 ration)
22. **Box of Strawberries** (1 ration)
23. **Bag of Carrots** (1 ration)
24. **Lettuce head** (2 rations)
25. **Bundle of Dandelion greens** (1 ration)
26. **Box of cereal** (2 rations)
27. **Canned ham** (1 ration)
28. **Box of mushrooms** (1 ration)
29. **Mint gum** (decreased insanity level)
30. **Cigarettes** (decreased insanity level)
31. **Whole fresh salmon fish** (6 rations)
32. **Whole fresh trout fish** (4 rations)
33. **Whole fresh bluegill** (2 rations)
34. **Dozen expired eggs** (2 rations) (DC 15 Constitution saving throw or food poisoning)
35. **Jar of peanut butter** (2 rations)
36. **Jar of applesauce** (2 rations)
37. **Instant ramen** (1 ration)
38. **Single serving ravioli** (1 ration)
39. **Dried fruit** (1 ration)
40. **Juice box** (1 water ration)
41. **Bag of rice** (3 rations)
42. **Can of mixed nuts** (2 rations)
43. **Jelly** (1 ration)
44. **Beef Jerky** (1 ration)
45. **Expired Pie** (4 rations) (DC 15 Constitution saving throw or food poisoning)
46. **Candy** (1 ration)
47. **Ground coffee** (adds to 1 ration water) (decreases insanity level)
48. **Bag of pretzels** (1 ration)
49. **Large bag of tortilla chips** (3 rations)
50. **Large bag of pretzels** (3 rations)
51. **Large bag of potato chips** (3 rations)
52. **Jar of pickles** (2 rations)
53. **Jar of olives** (1 ration)
54. **Bag of Bagels** (3 rations)
55. **Jar of popcorn kernels** (3 rations when popped)
56. **Instant oatmeal** (2 rations)
57. **Bag of dog food** (10 rations for human - Increased insanity when eaten, 15 rations for an animal)
58. **Bag of cat food** (8 rations for human - Increased insanity when eaten, 15 rations for an animal)
59. **Can of cat food** (1 ration for human - Increased insanity when eaten, 1 ration for an animal)
60. **2 liter of cola** (2 water rations)
61. **Tomato juice** (2 water rations)
62. **Sports drink** (1 water ration)
63. **Energy drink** (1 water ration) (forced "Nat 20" initiative roll for one combat encounter after drinking)
64. **Spoiled yogurt** (1 ration) (DC 15 Constitution saving throw or food poisoning)
65. **Bottle of Wine** (4 water rations)
66. **Canned Chicken** (1 ration)
67. **Canned Beef** (1 ration)
68. **Box of cookies** (3 rations)
69. **Canned tomatoes** (1 ration)
70. **Canned peaches** (1 ration)
71. **Canned pineapples** (1 ration)
72. **Canned Oranges** (1 ration)
73. **Spam** (1 ration)
74. **Canned Sausages** (1 ration)
75. **Box of 10 Tea bags** (add to 1 ration of water) (decreases insanity level)
76. **Bag of sugar** (2 rations)
77. **Canned Mixed Veggies** (1 ration)
78. **Metal water bottle** (1 water ration)
79. **Powdered milk** (adds to 4 rations of water)
80. **Orange** (1 ration)
81. **Box of Raspberries** (1 ration)
82. **Box of Blackberries** (1 ration)
83. **Almond milk** (4 water rations)
84. **Prepackaged pudding cups** (1 ration)
85. **20 water purification tablets** (purifies 1 ration of water per tablet)
86. **Bag of dry beans** (4 rations)
87. **Spices** (adds to 10 rations, lowers insanity level)
88. **Stale chips** (1 ration)
89. **Rotten meat** (1 ration) (DC 15 Constitution saving throw or food poisoning)
90. **Rotten apple** (1 ration)
91. **Rotten pear** (1 ration)
92. **Soggy waffles** (2 rations)
93. **Moldy "frozen" pizza** (2 rations) (DC 15 Constitution saving throw or food poisoning)
94. **Unknown Food Can** (1 ration)
95. **Bag of lettuce** (2 rations)
96. **Canned pork** (1 ration)
97. **Mushrooms** (1 ration)
98. **Can of Cola** (1 water ration)
99. **Can of Lemonade** (1 water ration)
100. **Can of Beer** (1 water ration)

House Loot Items (d100)

1. Baseball bat
2. Kitchen knife
3. Flashlight
4. First aid kit
5. Canned food
6. Water bottles
7. Batteries
8. Hammer
9. Screwdriver
10. Duct tape
11. Blankets
12. Backpack
13. Rope
14. Lighter
15. Matches
16. Candles
17. Multi-tool
18. Scissors
19. Fire extinguisher
20. Raincoat
21. Hatchet
22. Portable radio
23. Hand sanitizer
24. Soap
25. Face masks
26. Gloves
27. Boots
28. Heavy jacket
29. Sleeping bag
30. Pots and pans
31. Cooking utensils
32. Can opener
33. Plastic bags
34. Tarp
35. Sewing kit
36. Bungee cords
37. Zip ties
38. Plastic containers
39. Paper towels
40. Trash bags
41. Garden hose
42. Extension cord
43. Tool kit
44. Lawn mower blade
45. Chainsaw
46. Spray paint
47. Crowbar
48. Machete
49. Shovel
50. Garden shears
51. Folding chair
52. Folding table
53. Notebook
54. Pen and pencil
55. Maps
56. Books
57. Board game
58. Playing cards
59. Sunglasses
60. Sunscreen
61. Insect repellent
62. Water purification tablets
63. Aluminum foil
64. Plastic wrap
65. Paper plates
66. Plastic utensils
67. Dog leash
68. Baby wipes
69. Diapers
70. Baby formula
71. Vitamins
72. Painkillers
73. Antibiotics
74. Large ammo (2d8)
75. Small ammo (2d10)
76. Small ammo (2d20)
77. Slug Rounds (1d10)
78. Arrow (bow) (1d10)
79. Bolt (crossbow) (1d10)
80. Laptop computer
81. Mobile phone
82. Chargers
83. Power bank
84. Headphones
85. Video camera
86. Empty flash drive
87. Ethernet cables
88. Two Walkie-Talkies
89. Binoculars
90. Telescope
91. Pepper spray
92. Whistle
93. Spare keys for a vehicle
94. Bicycle
95. Skateboard
96. Rollerblades
97. Fishing rod and tackle
98. Hiking stick
99. Solar charger
100. Emergency blanket

Kitchen Loot Items (d100)

1. Cutting board
2. Knife set
3. Paring knife
4. Chef's knife
5. Bread knife
6. Scissors
7. Mixing bowls
8. Measuring cups
9. Measuring spoons
10. Whisk
11. Wooden spoon
12. Spatula
13. Ladle
14. Tongs
15. Potato peeler
16. Grater
17. Colander
18. Strainer
19. Can opener
20. Bottle opener
21. Corkscrew
22. Rolling pin
23. Baking sheets
24. Muffin tin
25. Cake pan
26. Pie dish
27. Casserole dish
28. Skillet
29. Saucepan
30. Stockpot
31. Dutch oven
32. Non-stick frying pan
33. Cast iron pan
34. Oven mitts
35. Pot holders
36. Trivets
37. Dish towels
38. Dish soap
39. Sponge
40. Scrub brush
41. Dishcloth
42. Apron
43. Salt and pepper shakers
44. Spice rack
45. Sugar bowl
46. Butter dish
47. Coffee grinder
48. Tea infuser
49. Cutting mat
50. Salad spinner
51. Citrus juicer
52. Garlic press
53. Ice cube trays
54. Thermometer
55. Timer
56. Plastic wrap
57. Aluminum foil
58. Wax paper
59. Parchment paper
60. Paper towels
61. Napkins
62. Plastic containers
63. Glass containers
64. Plastic bags
65. Ziploc bags
66. Trash can
67. Recycling bin
68. Compost bin
69. Kitchen scale
70. Toothpicks
71. Chopsticks
72. Cheesecloth
73. Funnel
74. Basting brush
75. Meat tenderizer
76. Mortar and pestle
77. Pastry brush
78. Pastry cutter
79. Cookie cutters
80. Pizza cutter
81. Egg timer
82. Ice cream scoop
83. Food thermometer
84. Serving spoons
85. Soup ladle
86. Slotted spoon
87. Salad servers
88. Silicone baking mat
89. Pepper mill
90. Bread basket
91. Egg slicer
92. Mandoline slicer
93. Apple corer
94. Melon baller
95. Kitchen timer
96. Oil dispenser
97. Vinegar bottle
98. Food storage jars
99. Dish drying rack
100. Cleaning gloves

Bedroom Loot Items (d100)

1. Alarm clock
2. Table lamp
3. Books
4. Bookmarks
5. Notepad
6. Pen
7. Pencils
8. Highlighters
9. Reading glasses
10. Sunglasses
11. Earplugs
12. Sleep mask
13. Nightlight
14. Flashlight
15. Candles
16. Matches
17. Tissues
18. Hand sanitizer
19. Moisturizer
20. Lip balm
21. Hairbrush
22. Comb
23. Hair ties
24. Bobby pins
25. Hair clips
26. Jewelry box
27. Earrings
28. Necklaces
29. Bracelets
30. Rings
31. Watch
32. Perfume
33. Cologne
34. Wallet
35. Purse
36. Mobile phone
37. Phone charger
38. Headphones
39. Earbuds
40. Tablet
41. Laptop
42. Laptop charger
43. Remote control
44. TV
45. Game console
46. Video games
47. Magazines
48. Newspapers
49. Photo albums
50. Picture frames
51. Posters
52. Wall art
53. Calendar
54. Planner
55. Clock
56. Mirror
57. Makeup kit
58. Nail polish
59. Nail clippers
60. Tweezers
61. Sewing kit
62. Safety pins
63. Scissors
64. Adhesive bandages
65. Medicine bottle
66. Vitamins
67. Painkillers
68. Prescription medication
69. Deodorant
70. Socks
71. Underwear
72. Pajamas
73. Slippers
74. Robe
75. Laundry basket
76. Hamper
77. Dirty clothes bag
78. Closet organizer
79. Shoe rack
80. Belt
81. Tie
82. Scarf
83. Hat
84. Gloves
85. Sunglasses case
86. Keys
87. Keychain
88. Flash drive
89. Desk lamp
90. Study materials
91. Backpack
92. Suitcase
93. Travel bag
94. Umbrella
95. Yoga mat
96. Exercise weights
97. Resistance bands
98. Water bottle
99. Stuffed animals
100. Decorative pillows

Bathroom Loot Items (d100)

1. Toothbrush
2. Hairbrush
3. Towel
4. Toilet paper
5. Hand soap
6. Shampoo
7. Conditioner
8. Body wash
9. Razor
10. Shaving cream
11. Toothpaste
12. Dental floss
13. Mouthwash
14. Hair dryer
15. Hair straightener
16. Hair curler
17. Nail clippers
18. Tweezers
19. Cotton balls
20. Cotton swabs
21. Bath mat
22. Shower curtain
23. Soap dish
24. Soap dispenser
25. Loofah
26. Bathrobe
27. Slippers
28. Shower cap
29. Face wash
30. Facial moisturizer
31. Body lotion
32. Sunscreen
33. Makeup remover
34. Deodorant
35. Perfume
36. Cologne
37. Makeup brushes
38. Makeup palette
39. Eyeliner
40. Mascara
41. Lipstick
42. Nail polish
43. Nail polish remover
44. Toothpick
45. Hair ties
46. Bobby pins
47. Hair clips
48. Bath salts
49. Bath bomb
50. Bubble bath
51. Facial tissue
52. Toilet brush
53. Plunger
54. Trash can
55. Scale
56. Bathroom cleaner
57. Air freshener
58. Towel rack
59. Towel hook
60. Toothbrush holder
61. Razor holder
62. Medicine cabinet
63. Medkit
64. Adhesive bandages
65. Antiseptic cream
66. Painkillers
67. Prescription medication
68. Contact lens solution
69. Contact lens case
70. Glasses
71. Magnifying mirror
72. Shower caddy
73. Bath sponge
74. Body scrub
75. Foot file
76. Hand mirror
77. Epsom salts
78. Anti-dandruff shampoo
79. Hair mask
80. Leave-in conditioner
81. Hair serum
82. Styling gel
83. Styling mousse
84. Baby wipes
85. Wet wipes
86. Empty Syringe
87. Tampons
88. Menstrual pads
89. Toilet seat cover
90. Bathroom scale
91. Bath towel
92. Hand towel
93. Washcloth
94. Soap bar
95. Bidet
96. Toothbrush cover
97. Essential oils
98. Oil diffuser
99. Cleaning cloths
100. Bathroom rug

Garage Loot Items (d100)

1. Hammer
2. Nails
3. Screwdriver
4. Screws
5. Wrench
6. Pliers
7. Drill
8. Drill bits
9. Saw
10. Tape measure
11. Level
12. Workbench
13. Empty Toolbox
14. Screws
15. Bolts
16. Nuts
17. Washers
18. Sandpaper
19. Utility knife
20. Box cutter
21. Ladder
22. Extension cord
23. Duct tape
24. Electrical tape
25. Painter's tape
26. Gloves
27. Safety goggles
28. Work boots
29. Flashlight
30. Batteries
31. Paint
32. Paint brushes
33. Paint roller
34. Paint tray
35. Rag
36. Stepladder
37. Garden hose
38. Lawn mower
39. Leaf blower
40. Rake
41. Shovel
42. Spade
43. Hoe
44. Wheelbarrow
45. Weed killer
46. Fertilizer
47. Pesticides
48. Plant pots
49. Potting soil
50. Gardening gloves
51. Seed packets
52. Pruning shears
53. Chainsaw
54. Axe
55. Firewood
56. Camping gear
57. Tent
58. Sleeping bag
59. Cooler
60. Folding chairs
61. Bicycle
62. Bike pump
63. Bike helmet
64. Skateboard
65. Rollerblades
66. Fishing rod
67. Tackle box
68. Power tools
69. Circular saw
70. Jigsaw
71. 100 feet of rope
72. 50 feet of rope
73. Air compressor
74. Shop vacuum
75. Motor oil
76. Antifreeze
77. Car wax
78. Car polish
79. Jumper cables
80. Jack
81. Jack stands
82. Tire inflator
83. Spare tire
84. Lug wrench
85. Tire patch kit
86. Microfiber cloths
87. Car cover
88. Windshield washer fluid
89. Garage door opener
90. Tool chest
91. Shelf units
92. Storage bins
93. 5 gal jerry can filled with gas
94. Bungee cords
95. Ratchet straps
96. Rope
97. Tarps
98. Spark plug
99. WD-40
100. Bag of charcoal

Office Loot Items (d100)

1. Laptop
2. Tablet
3. Smartphone
4. Charger cables
5. Power bank
6. USB flash drive
7. External hard drive
8. Wireless mouse
9. Mousepad
10. Portable keyboard
11. Noise-canceling headphones
12. Earbuds
13. Laptop stand
14. Notebook
15. Planner
16. Pen
17. Mechanical pencil
18. Blue Sticky notes
19. Index cards
20. Whiteboard marker
21. Permanent marker
22. Dry erase board eraser
23. Correction tape
24. Pocket calculator
25. Pocket-sized stapler
26. Staples
27. Paper clips
28. Binder clips
29. Rubber bands
30. Miniature scissors
31. Mini tape dispenser
32. Clear tape
33. "Approved" Rubber stamp
34. Self-inking date stamp
35. Business cards
36. Name badge holder
37. Lanyard
38. ID card holder
39. Passport holder
40. Travel-sized hand sanitizer
41. Travel-size lotion
42. Travel-size facial tissues
43. Breath mints
44. Pocket-sized umbrella
45. Miniature sewing kit
46. Portable lint roller
47. Stain remover pen
48. Multi-tool
49. Flashlight
50. Safety whistle
51. Reflective safety vest
52. CPR face shield
53. Emergency contact card
54. Compact mirror
55. Pocket-sized sunscreen
56. Lip balm
57. Eye drops
58. Allergy medication
59. Painkillers
60. Antacid tablets
61. File folders
62. Portable fan
63. Miniature hand-held fan
64. Branded metal water bottle
65. Collapsible coffee cup
66. Metal cutlery set
67. Reusable straw
68. Snack bars
69. Trail mix
70. Instant coffee packets
71. Tea bags
72. Packets of sugar or sweetener
73. Miniature bottle of hot sauce
74. Energy drink packets
75. Emergency food ration bars
76. Miniature spice shaker
77. Protein powder packets
78. Vitamin supplements
79. Chewing gum
80. Playing cards
81. Pocket-sized puzzle book
82. Travel-sized chess board
83. Paperback novel
84. Pocket dictionary
85. Phonebook
86. Travel-size toiletry kit
87. Travel-sized towel
88. Travel-sized sleep mask
89. Pager
90. Compact umbrella
91. Portable phone stand
92. Phone grip holder
93. Travel-sized portable speaker
94. Small potted succulent plant
95. Decorative desk trinkets
96. Copy paper
97. Madlib book
98. Small picture frame
99. Motivational quote cards
100. Desktop fidget toys

Vehicle Loot Items (d100)

1. Owner's manual
2. Registration documents
3. Insurance card
4. Car keys
5. Spare key
6. Floor mats
7. Seat covers
8. Dashboard cover
9. Steering wheel cover
10. Air freshener
11. GPS device
12. Phone charger
13. USB cable
14. Bluetooth adapter
15. Car stereo
16. CDs
17. Aux cable
18. Sunglasses
19. Sunglasses case
20. Tissues
21. Hand sanitizer
22. Napkins
23. Paper towels
24. Trash bag
25. Umbrella
26. Emergency kit
27. Medkit
28. Flashlight
29. Batteries
30. Blanket
31. Jumper cables
32. Tire pressure gauge
33. Spare tire
34. Tire jack
35. Lug wrench
36. Tire inflator
37. Air compressor
38. Windshield washer fluid
39. Motor oil
40. Antifreeze
41. Car cleaning wipes
42. Microfiber cloth
43. Ice scraper
44. Snow brush
45. Sunshade
46. Folding shovel
47. Road flares
48. Reflective triangles
49. Tow rope
50. Bungee cords
51. Ratchet straps
52. Duct tape
53. Electrical tape
54. Gloves
55. Multi-tool
56. Pocket knife
57. Fire extinguisher
58. Seat belt cutter
59. Window breaker
60. Map
61. Granola Bar
62. Water bottle
63. Reusable shopping bag
64. Car vacuum
65. Car seat
66. Booster seat
67. Stroller
68. Travel pillow
69. Travel blanket
70. Pet carrier
71. Pet leash
72. Pet water bowl
73. Notebook
74. Pen
75. Pencil
76. Highlighter
77. Sticky notes
78. Cargo net
79. Roof rack
80. Bike rack
81. Ski rack
82. Kayak holder
83. Roof box
84. Trunk organizer
85. Shopping bags
86. Cooler
87. Travel mug
88. Thermos
89. Car ashtray
90. Lighter
91. Matches
92. Change holder
93. Coins
94. Raincoat
95. Sun hat
96. Sunscreen
97. Insect repellent
98. Compass
99. Car charger
100. Wet wipes

Dead Body Loot Items (d100)

1. Leather wallet
2. Silver watch
3. Car keys
4. Handgun with full mag
5. Leather gloves
6. Aviator sunglasses
7. Silver jewelry
8. Bandage
9. Painkillers
10. Antibiotics
11. Medkit
12. Marijuana
13. Duct tape
14. Multi-tool knife
15. Stainless steel water bottle
16. Energy bar
17. Chocolate candy bar
18. Energy drink can
19. Stainless steel flask
20. Whiskey bottle
21. Car keys
22. \$200 cash
23. Emergency blanket
24. 10ft nylon rope
25. 5ft Electrical wire
26. Plastic zip ties
27. Hand sanitizer bottle
28. Bar of soap
29. Pack of wet wipes
30. Compact towel
31. Warm wool blanket
32. Portable sleeping bag
33. Travel pillow
34. Camping tent
35. Compact umbrella
36. Waterproof raincoat
37. Disposable poncho
38. Notebook
39. Pen
40. Pencil
41. Employee ID card
42. Passport document
43. Notepad journal
44. Ballpoint pen
45. Mechanical pencil
46. Permanent marker
47. Waterproof sharpie
48. Colored crayon
49. Windproof lighter
50. Waterproof matches
51. Magnifying glass
52. LED flashlight
53. Solar-powered torch
54. Battery-powered lantern
55. Emergency candle
56. Signal flare
57. Lithium battery
58. Smartphone device
59. Walkie-talkie radio
60. Portable AM/FM radio
61. GPS navigation device
62. Magnetic compass
63. Fold-out map
64. Compact binoculars
65. Polarized sunglasses
66. Digital camera
67. Multi-tool knife
68. Keychain accessory
69. Leather journal
70. Keycard access
71. Pocket knife
72. Tactical flashlight
73. Drivers license card
74. Work-related documents
75. Leather-bound journal
76. Small mirror
77. Sewing kit
78. Earbuds
79. Headphones
80. Portable charger
81. USB flash drive
82. Small toolkit
83. Fishing line
84. Car manual
85. Tire gauge
86. Travel-sized toiletries
87. Pocket calendar
88. Deck of cards
89. Battery pack
90. Small scissors
91. Safety pins
92. Chapstick
93. Sunglasses case
94. Portable fan
95. Breath mints
96. Folding knife
97. Emergency whistle
98. Small screwdriver
99. Hand warmers
100. Can opener

Military Base Loot Items (d100)

1. Tactical flashlight
2. Multi-tool knife
3. Combat helmet
4. Night vision goggles
5. Tactical vest
6. Bulletproof vest
7. Ammo box
8. Rifle scope
9. Binoculars
10. Compass
11. Map
12. Field radio
13. Signal flare
14. Emergency whistle
15. Medkit
16. Bandage
17. Tourniquet
18. Painkillers
19. Antibiotics
20. Canteen
21. Hydration pack
22. MRE (Meal Ready-to-Eat)
23. Energy bar
24. Protein powder
25. Water purification tablets
26. Hand sanitizer
27. Camouflage face paint
28. Tactical gloves
29. Ear protection
30. Safety goggles
31. Handgun holster
32. 50ft of paracord
33. Duct tape
34. Zip ties
35. Field notebook
36. Ballpoint pen
37. Permanent marker
38. Sharpie
39. Waterproof matches
40. Magnesium fire starter
41. Survival blanket
42. Sleeping bag
43. Tent
44. Hammock
45. Poncho
46. Rain cover
47. Thermal underwear
48. Tactical boots
49. Combat knife
50. Folding shovel
51. Hatchet
52. Portable stove
53. Fuel canister
54. Mess kit
55. Stainless steel cup
56. Signal mirror
57. Whistle
58. Small tool kit
59. Wrench set
60. Screwdriver set
61. Pliers
62. Wire cutters
63. Hammer
64. Nails
65. Screws
66. Small saw
67. Rifle cleaning kit
68. Gun oil
69. Magazine pouch
70. Grenade pouch
71. Mortar rounds
72. Spare weapon parts
73. Rifle bipod
74. Gun sling
75. Weapon light
76. Infrared laser
77. Rangefinder
78. Earplugs
79. Camouflage netting
80. Sandbags
81. Barricade tape
82. Barbed wire
83. Military helmet
84. Knee pads
85. Elbow pads
86. Tactical wrist watch
87. Lighter
88. Small mirror
89. Sewing kit
90. Chapstick
91. Sunscreen
92. Insect repellent
93. Field manual
94. Tactical backpack
95. Multi-band radio
96. Antenna
97. Signal booster
98. Dog tags
99. Bunker ID card
100. Battery pack

Police Station Loot Items (d100)

1. Handcuffs
2. Handcuff keys
3. Police badge
4. Police vest
5. HAM radio
6. Flashlight
7. Baton
8. Taser
9. Pepper spray
10. Evidence bags
11. Evidence markers
12. Fingerprint kit
13. Fingerprint powder
14. Ink pad
15. Handheld metal detector
16. Breathalyzer
17. Speed radar gun
18. Notepad
19. Pen
20. Highlighter
21. Sharpie
22. Clipboard
23. Patrol log book
24. Incident report forms
25. Citation book
26. Warrants
27. Handheld camera
28. Surveillance camera
29. Police hat
30. Handgun holster
31. Baton holder
32. Taser holster
33. Radio holster
34. Retractable keychain
35. Flashlight holder
36. Traffic cones
37. Traffic flares
38. Barricade tape
39. Barrier fence
40. Police tape
41. Portable barricade
42. Police car keys
43. Patrol car manual
44. Evidence bag filled with Meth
45. Vehicle registration
46. Vehicle inspection form
47. Medkit
48. Medical gloves
49. Face mask
50. Fire extinguisher
51. CPR mask
52. Tactical gloves
53. Safety goggles
54. Ear protection
55. Riot helmet
56. Riot shield
57. Police vest
58. Rubber bullets
59. Tear gas canisters
60. Tear gas mask
61. Evidence locker key
62. Jail cell keys
63. Portable radio charger
64. Surveillance monitor
65. Walkie-talkie
66. Bullhorn
67. Document shredder
68. Lockpicking set
69. Police dog leash
70. Dog training manual
71. Dog food
72. Dog water bowl
73. Fingerprint scanner
74. Flash drive
75. Computer mouse
76. Computer keyboard
77. Printer paper
78. Office phone
79. Desk fan
80. Paper clips
81. Stapler
82. Staples
83. Binder clips
84. File folders
85. Filing cabinet key
86. Paper shredder
87. Envelopes
88. Rubber stamps
89. Ink refills
90. Scissors
91. Tape dispenser
92. Duct tape
93. Clipboard
94. Flashlight batteries
95. Police handbook
96. Law books
97. Code of conduct manual
98. Field training guide
99. Patrol schedule
100. Personal locker key

Medical Loot Items (d100)

1. Surgical mask
2. Clamps
3. Cotton balls
4. Cotton swab
5. Tactical gloves
6. Hand sanitizer
7. ECG machine
8. Ophthalmoscope
9. Otoscope
10. Reflex hammer
11. Urinal bottle
12. Vomit bag
13. Disposable bedpan
14. Medical waste bin
15. Hospital bed
16. Emergency childbirth kit
17. Nebulizer
18. CPAP machine
19. Autoclave machine
20. Hazmat suit
21. Lead aprons (for X-ray protection)
22. Hair cover
23. Shoe covers
24. Surgical drapes
25. Disposable apron
26. Antifungal cream
27. Laxatives
28. Antacids
29. Cough syrup
30. Antihistamines
31. Anti-diarrheal medication
32. Cold and flu medicine
33. First aid manual
34. Crutches
35. Wheelchair
36. Spine board
37. Cervical collar
38. Biohazard bag
39. Sharps container
40. Isolation gown
41. Goggles
42. Face shield
43. Surgical mask
44. N95 mask
45. Disposable gloves
46. Blood pressure cuff
47. Thermometer
48. Pulse oximeter
49. Airway suction device
50. Tracheostomy kit
51. Endotracheal tubes
52. Bronchodilators
53. Wound closure strips
54. Trauma shears
55. SAM splint
56. Ice pack
57. Burn gel
58. Burn dressing
59. Medical tape
60. Gauze pads
61. Adhesive bandages (Band-Aids)
62. Bandage
63. Bleach solution
64. Hand sanitizer
65. Disinfectant wipes
66. Betadine solution
67. Hydrogen peroxide
68. Alcohol wipes
69. Antiseptic solution
70. Pain relievers
71. Medical flashlight
72. Stethoscope
73. Local anesthetics
74. Lidocaine
75. IV catheter
76. IV tubing
77. IV bag
78. Replacement needle
79. Syringe
80. Adrenaline vials
81. Needle holders
82. Surgical scissors
83. Forceps
84. Surgical sutures
85. Scalpel
86. Ventilator
87. Oxygen mask
88. Oxygen tank
89. BVM (Bag Valve Mask)
90. CPR mask
91. Defibrillator (AED)
92. Blood Bag with Needle (Random blood type)
93. Epinephrine (EpiPen)
94. Antibiotics
95. Sterile wound dressing
96. Pressure bandage
97. Hemostatic gauze
98. Quick Tourniquet
99. CAT Tourniquet
100. Trauma kit

Industrial Loot Items (d100)

1. Plastic fencing
2. Construction site barricades
3. Construction cone
4. Worksite permit binder
5. Safety signage
6. Worksite clipboard
7. Anti-fatigue mats
8. Emergency shower and eyewash station
9. Industrial magnets
10. 50 Gal Plastic Barrel
11. Portable air compressor
12. Pile of Lumber
13. Propane tank
14. 2 Gal Fuel canister
15. Power inverter
16. 100ft Extension cord
17. Six D batteries
18. Waterproof storage container
19. Sandbag
20. 20x20ft Tarp
21. Electrical tape
22. Duct tape
23. Zip ties
24. Storage bin
25. Bungee cord
26. Cargo net
27. Ratchet straps
28. Pulley system
29. Hoist
30. Winch
31. Jack stands
32. Hydraulic jack
33. Scaffolding
34. Ladder
35. Wheelbarrow
36. Cement mixer
37. Chalk line reel
38. Plumb bob
39. 1 Gal Water Jug
40. Laser level
41. Measuring tape
42. Drill bits
43. Rubber mallet
44. Hammer
45. Socket wrench set
46. Adjustable wrench
47. Pipe wrench
48. Cutting torch
49. Angle grinder
50. Box of nails
51. Cordless drill
52. Circular saw
53. Chainsaw fuel and oil
54. Reciprocating saw
55. Hack saw
56. Hand saw
57. Machete
58. Hatchet
59. Shovel
60. Pickaxe
61. Crowbar
62. Pry bar
63. Sledgehammer
64. Bolt cutters
65. Tool belt
66. 1 Gal Bucket
67. Welding apron
68. Welding gloves
69. Flame-resistant welding helmet
70. Knee pads
71. Lunch Box (Random Food Item Inside)
72. Chemical-resistant gloves
73. Rain-resistant work jacket
74. Insulated coveralls
75. Fire-resistant clothing
76. Emergency signal flares
77. Reflective tape
78. Two Walkie-Talkie Radios
79. Chainsaw
80. Padlock with key
81. 100ft Electrical Wire
82. Rope and climbing gear
83. Fall protection harness
84. Emergency whistle
85. Utility knife
86. Multi-tool
87. Heavy-duty flashlight
88. Face shield
89. Dust mask
90. Earmuffs
91. Safety goggles
92. Work gloves
93. Respirator mask
94. High-visibility vest
95. Solar panel
96. Portable generator
97. Steel-toe boots
98. Hard hat
99. Fire extinguisher
100. First aid kit

Country / Farm Loot Items (d100)

1. Scarecrow
2. Seed vault
3. Large outdoor water tank
4. Weather radio
5. Woodworking tools
6. Worm composting bin
7. Beehive and smoker
8. Cattle prod
9. Livestock shears
10. Chicken wire
11. Barn cat
12. Livestock guardian dog
13. Hand pump well
14. Water purification tablets
15. Tree stand
16. Snares and traps
17. Game calls
18. Camouflage clothing
19. Hunting blind
20. Butcher knife
21. Field dressing kit
22. Wood chipper
23. Truck with four-wheel drive
24. Winch system
25. Chains and tow straps
26. ATV or UTV
27. Ratchet straps
28. 12x12ft Heavy-duty tarp
29. Bear-proof food storage containers
30. Gun safe
31. Gun cleaning kit
32. Survival whistle
33. Flint and steel
34. Strike-anywhere matches
35. Fire-starting kit
36. Headlamp
37. Survival candles
38. Oil lamps and wicks
39. Propane lantern
40. Solar-powered battery pack
41. CB radio
42. Hand-crank radio
43. Rain poncho
44. Waterproof hunting boots
45. Work jacket
46. Farmer hat
47. Thermal underwear
48. Wool socks
49. Overalls
50. Work gloves
51. Cowboy boots
52. Lasso
53. Livestock branding iron
54. Egg incubator
55. Chicken coop
56. Root cellar storage bin
57. Dehydrator
58. Meat grinder
59. Smoker for meat
60. Salt block for preserving meat
61. Vacuum sealer and bags
62. Canning jars and lids
63. Dutch oven
64. Cast iron cookware
65. Propane tank
66. Wood-burning stove
67. Firewood stack
68. 5 Gal diesel fuel can
69. Tractor
70. Hay bale
71. Water trough
72. Livestock feed
73. Electric fence charger
74. Barbed wire
75. T-post driver
76. Post hole digger
77. Fence pliers
78. Pry bar
79. Hand saw
80. Hammer and nails
81. Cordless drill
82. Wedge set for splitting logs
83. Antique bow with two arrows
84. Sharpening stone
85. Felling axe
86. Crosscut saw
87. Splitting maul
88. Chainsaw
89. Hatchet
90. Fishing rod and tackle
91. Hunting knife
92. Ten broadhead arrows
93. Compound bow with five arrows
94. 9mm Pistol
95. Double barrel shotgun
96. 15 Shotgun Ammo
97. Hunting rifle
98. Fire extinguisher
99. First aid kit
100. Trauma kit

Head & Face Clothing

Common (+1 AC) ■ 3

1. Veil
2. Bandana
3. Hijab
4. Niqab
5. Yarmulke
6. Shower cap
7. Santa hat
8. Chef's hat
9. Baker's cap
10. Bonnet
11. Headband
12. Headscarf
13. Bandana
14. Swim cap
15. Turban
16. Crown
17. Beanie
18. Knit cap
19. Sunglasses
20. Aviator sunglasses
21. Reading glasses
22. Prescription glasses
23. Polarized sunglasses
24. Fleece hat
25. Scarf
26. Flat cap
27. Newsboy cap
28. Tam o' shanter
29. Neck gaiter
30. Pirate hat
31. Jester hat
32. Witch hat
33. Wizard hat
34. Trucker hat
35. Snapback hat
36. Baseball cap
37. Clown mask
38. Tricorne hat
39. Visor
40. Boater hat
41. Sailor hat
42. Straw boater
43. Straw hat
44. Sun hat
45. Bucket hat
46. Venetian mask
47. Panama hat
48. Headphones
49. Homburg hat
50. Pork pie hat

Uncommon (+2 AC) ■ 15

51. Fedora
52. Halloween mask
53. Bowler hat
54. Cloche hat
55. Cold weather mask
56. Beret
57. Deerstalker hat
58. Beekeeping hat
59. Aviator hat
60. Legionnaire hat
61. Fishing hat
62. Safari hat
63. Respirator
64. Anti-fog tactical goggles
65. Garden hat
66. Peaked cap
67. Police cap
68. Nurse's cap
69. Trapper hat
70. Ushanka
71. Ski mask
72. Balaclava
73. Safety glasses
74. Dust mask
75. Surgical mask
76. N95 mask
77. Swim goggles
78. Ski goggles
79. Flash goggles
80. Face shield
81. Airsoft mask
82. Repro tactical helmet
83. Baseball helmet
84. Bicycle helmet
85. Skate helmet
86. Roller derby helmet
87. Softball fielder's mask
88. Baseball helmet
89. Lacrosse helmet
90. Hockey helmet
91. Football helmet
92. Paintball mask
93. Fencing mask
94. Kendo mask
95. Construction helmet
96. SCUBA mask & oxygen tank
97. Motorcycle helmet
98. Racing helmet
99. Welding mask
100. Knight's helmet

Rare (+3 AC) ■ 50

1. Gas mask
2. Biohazard mask
3. Anti-flash goggles
4. Walkers Razor headset
5. Peltor ComTac headset
6. Ballistic face shield
7. Tactical mesh half-mask
8. Night vision goggles
9. Thermal monocular
10. Firefighter helmet
11. SSh-68 Soviet helmet
12. Kevlar combat helmet
13. Tanker helmet
14. Riot helmet
15. Caiman ballistic helmet
16. Crye AirFrame helmet
17. Ops-Core FAST helmet
18. Team Wendy helmet
19. MICH ballistic helmet
20. Full-face ballistic helmet



Chest Clothing Items

Common (+1 AC) ■ 3

1. Undershirt
2. Tank top
3. Sleeveless shirt
4. Henley
5. Polo shirt
6. T-shirt
7. Golf shirt
8. Rugby shirt
9. Muscle shirt
10. Camisole
11. Tube top
12. Halter top
13. Henley shirt
14. Button-up shirt
15. Dress shirt
16. Chambray shirt
17. Western shirt
18. Flannel shirt
19. Fleece jacket
20. Track jacket
21. Rugby jersey
22. Fishing shirt
23. Henley sweater
24. Crew neck sweater
25. V-neck sweater
26. Quarter-zip sweater
27. Cable knit sweater
28. Shawl collar sweater
29. Fisherman sweater
30. Fair Isle sweater
31. V-neck cardigan
32. Wool sweater
33. Cashmere sweater
34. Merino wool sweater
35. Crew neck pullover
36. Cable knit pullover
37. Quarter-zip pullover
38. Quarter-zip pullover
39. Hooded sweatshirt
40. Full-zip hoodie
41. Quarter-zip hoodie
42. Quarter-zip fleece jacket
43. Zip-up hoodie
44. Windbreaker
45. Rain jacket
46. Shell jacket
47. Softshell jacket
48. Camo jacket
49. Harrington jacket
50. Quilted vest

Uncommon (+2 AC) ■ 15

51. Fleece vest
52. Packable down vest
53. Performance vest
54. Zip-up cardigan
55. Leather jacket
56. Denim jacket
57. Quilted jacket
58. Blazer
59. Sport coat
60. Suit jacket
61. Wool overcoat
62. Cashmere overcoat
63. Wool pea coat
64. Winter coat
65. Parka
66. Down jacket
67. Puffer jacket
68. Ski jacket
69. Snowboard jacket
70. Insulated jacket
71. Canvas jacket
72. Utility jacket
73. Field jacket
74. Safari jacket
75. Barn coat
76. Twill jacket
77. Raincoat
78. Trench coat
79. Quilted coat
80. Leather blazer
81. Shearling jacket
82. Sherpa jacket
83. Faux fur coat
84. Parka with fur trim
85. Duffle coat
86. Fleece-lined coat
87. Down parka
88. Peacoat
89. Overcoat
90. Robe coat
91. Sherpa-lined jacket
92. Suede jacket
93. Corduroy jacket
94. Suede blazer
95. Quilted leather jacket
96. Fur coat
97. Denim coat
98. Quilted leather coat
99. Bomber jacket
100. Motorcycle jacket

Rare (+3 AC) ■ 50

1. Camo vest
2. Oilskin duster coat
3. Tactical softshell jacket
4. Combat shirt
5. Ana Tactical chest harness
6. Crye chest harness
7. Extreme arctic survival jacket
8. Hazmat suit upper half
9. Heated battery-powered vest
10. Firefighter turnout coat
11. Stab-resistant tactical vest
12. Kevlar vest
13. Press Bulletproof Vest
14. Crye plate carrier
15. 5.11 Tactical plate carrier
16. Haley Strategic plate carrier
17. Spiritus Systems plate carrier
18. Assault armor vest
19. Riot gear armor top
20. Bomb squad armor top



Leg Clothing Items

Common (+1 AC) ■ 3

1. Silk pants
2. Satin pants
3. Jeggings
4. Yoga pants
5. Leggings
6. Compression leggings
7. Athletic leggings
8. Drawstring pants
9. Tapered pants
10. Pegged pants
11. Cigarette pants
12. Paper bag waist pants
13. Carrot pants
14. Balloon pants
15. Patchwork pants
16. Sailor pants
17. Bell-bottom pants
18. Fringe pants
19. Tie-dye pants
20. Camouflage pants
21. Floral print pants
22. Polka dot pants
23. Striped pants
24. Checkered pants
25. Plaid pants
26. Houndstooth pants
27. Velvet pants
28. Silk pants
29. Satin pants
30. Glitter pants
31. Sequin pants
32. Stirrup pants
33. Maternity leggings
34. Thermal leggings
35. Fleece-lined leggings
36. Printed leggings
37. Wide-leg jeans
38. Gaucho pants
39. Capri pants
40. Culottes
41. Palazzo pants
42. Harem pants
43. Slim-fit trousers
44. Cuffed trousers
45. Pleated trousers
46. Wide-leg trousers
47. High-waisted trousers
48. Cropped trousers
49. Trousers
50. Dress slacks

Uncommon (+2 AC) ■ 15

51. Linen pants
52. Lounge pants
53. Pajama pants
54. Romper
55. Jumpsuit
56. Carpenter pants
57. Overalls
58. Khakis
59. Suit pants
60. Dress pants
61. Chino pants
62. Swim trunks
63. Bike shorts
64. Gym shorts
65. Running shorts
66. Board shorts
67. Chino shorts
68. Bermuda shorts
69. Cargo shorts
70. Denim shorts
71. Printed jeans
72. Embroidered jeans
73. Overdyed jeans
74. Baggy jeans
75. Acid-washed jeans
76. Stonewashed jeans
77. Distressed jeans
78. Ripped jeans
79. Cropped jeans
80. Low-rise jeans
81. High-waisted jeans
82. Straight-leg jeans
83. Bootcut jeans
84. Skinny jeans
85. Jeans
86. Track pants
87. Sweatpants
88. Joggers
89. Corduroy pants
90. Pleather pants
91. Leather pants
92. Rain pants
93. Insulated pants
94. Ski pants
95. Snow pants
96. Convertible pants
97. Utility pants
98. Hiking pants
99. Cargo pants
100. Tactical pants

Rare (+3 AC) ■ 50

1. Denim overalls
2. Camouflage hunting pants
3. Water-resistant snow pants
4. Convertible hiking pants
5. Oilskin work pants
6. Tactical joggers
7. Hazmat suit lower half
8. Motorcycle riding pants
9. Blacksmith leather apron
10. Cold-weather survival pants
11. Cut-resistant cargo pants
12. Chemical-resistant pants
13. Military desert BDUs
14. Fire-resistant Nomex pants
15. Multi-pocket survival pants
16. Welding pants
17. Riot armor leg guards
18. Firefighter turnout gear pants
19. Crye BDU bottoms
20. Bomb squad armor lower



Shoe Items

Common (+1 AC) ■ 3

1. Socks
2. Ballet flats
3. Dress shoes
4. Crocks
5. Loafers
6. High heels
7. Open-toe sandals
8. Flip-flops
9. Espadrilles
10. Moccasins
11. Boat shoes
12. Slippers
13. Slide sandals
14. Clogs
15. Slip-on sneakers
16. Peep-toe shoes
17. Mary Jane shoes
18. Platform shoes
19. Kitten heels
20. Wedge sandals
21. Gladiator sandals
22. Mules
23. Brogues
24. Oxford shoes
25. Chelsea boots

Uncommon (+2 AC) ■ 15

26. Ankle boots
27. Chukka boots
28. Football cleats
29. Running shoes
30. Walking shoes
31. Cross-trainers
32. Trail running shoes
33. Basketball shoes
34. Tennis shoes
35. Skate shoes
36. Low-top sneakers
37. High-top sneakers
38. Duck boots
39. Rain boots
40. Combat boots
41. Motorcycle boots
42. Hiking boots
43. Winter boots
44. Insulated boots
45. Snow boots
46. Steel-toe boots
47. Tactical boots
48. Desert boots
49. Work boots
50. Military boots

Hand Items

Common (+1 AC) ■ 3

1. Lace gloves
2. Cloth gloves
3. Surgical gloves
4. Stainless steel rings
5. Gold rings
6. Fashion rings
7. Costume jewelry rings
8. Thumb rings
9. Bangles
10. Charm bracelets
11. Beaded bracelets
12. Fashion watches
13. Casual watches
14. Wristbands
15. Silicone rings
16. Leather bracelets
17. Knitted gloves
18. Mittens
19. Fingerless gloves
20. Driving gloves
21. Wool gloves
22. Winter gloves
23. Fleece gloves
24. Touchscreen gloves
25. Cycling gloves

Uncommon (+2 AC) ■ 15

26. Lifting gloves
27. Running gloves
28. Gardening gloves
29. Suede gloves
30. Leather gloves
31. Tactical gloves
32. Work gloves
33. Construction gloves
34. Waterproof gloves
35. Insulated gloves
36. Mechanic gloves
37. Chemical-resistant gloves
38. Cut-resistant gloves
39. Heat-resistant gloves
40. Padded gloves
41. Anti-vibration gloves
42. Protective gloves
43. Impact-resistant gloves
44. Armored gloves
45. Kevlar gloves
46. Firefighter gloves
47. Police gloves
48. Military gloves
49. Welding gloves
50. Steel gloves

Back Items (Backpacks)

Small Pack (+0 AC) ■ 20

1. Fanny pack
2. Lunchbox
3. Hydration pack
4. Fishing Vest
5. Hunting Vest
6. Purse
7. Laptop bag
8. Hobo bag
9. Drawstring bag
10. Photography Bag

Medium Pack (+1 AC) ■ 30

11. Sling bag
12. Messenger bag
13. Postal bag
14. Fishing tackle bag
15. Diaper bag
16. Tool backpack
17. Travel backpack
18. Gym Bag
19. Beach bag
20. Reusable shopping bag

Large Pack (+2 AC) ■ 50

-5ft Movement Speed

21. Medic Bag
22. Duffel bag
23. Daypack
24. Rucksack
25. Camping backpack
26. Bug-out bag
27. Rolling suitcase
28. Tactical backpack
29. Military backpack
30. Large Duffel bag

Holsters & Containers

Pistol Holsters ■ 10

1. Appendix carry holster
2. Hard shell thigh holster
3. Drop leg holster
4. Paddle holster
5. Chest strap holster
6. Fanny pack holster
7. Boot holster
8. Leather belt holster
9. Kydex holster
10. Sling holster

Melee Weapon Holsters ■ 10

1. Knife holster
2. Machete holster
3. Axe holster
4. Baton holster
5. Belt tool bag
6. Sword scabbard

Other Holsters ■ 10

1. Magazine pouch (store up to 5 mags)
2. Shotgun shell holder (5 shells. Reload with bonus action)
3. Rifle mag holder (1 mag. Reload with bonus action)
4. Bandolier (store up to 50 rounds any ammo)
5. Shotgun scabbard
6. Rifle scabbard
7. Arrow quiver (up to 10 arrows)
8. Handcuff pouch
9. Multi-tool pouch
10. Radio holster



Random Encounters (d100)

1. A single zombie wanders around alone
2. 2 zombies wander around
3. 3 zombies wander around
4. 4 zombies wander around
5. 5 zombies wander around
6. 6 zombies wander around
7. 7 zombies wander around
8. 8 zombies wander around
9. 9 zombies wander around
10. 10 zombies wander around
11. 15 zombies wander around
12. 20 zombies wander around
13. 1 zombie and a runner
14. 2 zombies and a runner
15. 3 zombies and a runner
16. 2 zombies and 2 runners
17. A hunter and a zombie
18. A hunter and 2 zombies
19. A clicker
20. A clicker and 2 zombies
21. A charger rushes toward the players
22. A smoker is breathing heavily by itself
23. A tank stands still
24. A spitter is investigating a dead body
25. A bloater and 3 zombies
26. A jockey and 2 zombies
27. A tank and 2 runners
28. A smoker and 4 zombies
29. A single zombie wanders
30. A zombie crawls around, missing its legs
31. A spitter and 5 zombies
32. A single bandit is hastily digging through trash on the ground
33. 2 armed bandits sneak up on the players. They want some stuff.
34. 3 armed bandits approach the players. They won't let the players get away without some form of payment,
35. A group of 5 bandits drive a car down the road yelling
36. A man protecting his daughter acts aggressive to the players. He will do anything to keep her safe.
37. A rabid dog growls at the players. If they get closer he will attack.
38. A dead body lays on the ground (if on dirt, body lays in an open grave) if players get close it raises as a zombie.
39. A backpack sits on the ground with 10 random items. Surely it belongs to no one...
40. A single zombie slowly walks in circles
41. A crawler is laying on the ground. It looks dead.... Is it?
42. The building up ahead seems to be fortified. It's a camp of bandits inside. If the players make themselves known, the gang of 25 bandits will instantly attack.
43. A mountain lion (same stats as a panther) stands on a ledge above the players. It is growling. If the players get closer it will attack.
44. A group of tents are set up. Motorcycles are parked nearby. Gang bandits live here. They will not attack unless the players refuse to leave instantly.
45. A pickup truck is left running with the door open. There is some supplies inside and some stuff in the back. Noone is using it right...?
46. A Bullet wizzes past a player. A Sniper? Time to roll initiative...
47. Two zombies are fighting each other. Anyone want to place bets?
48. A tripwire crosses the path of the players. If triggered, a bomb will go off. It is connected to the right side of the tripwire. (grenade stats from D&Z)
49. A pack of wolves surrounds the party, they have a craving for human meat.
50. A wounded man stumbles toward the party. If the players stop, the road will be blocked off by a bus and bandits will surround the car. They want anything of value on the players. They aren't afraid to kill.
51. The players cross a group of three bandits scavenging for supplies.
52. A single survivor is sprinting away from three runner zombies. Helping him will grant the players each a gift for their bravery. He wishes to be left alone afterward.
53. A huge horde of zombies of all kinds catch the players off guard. They are now coming right toward them.
54. A man is screaming in the distance but the players can never find the source.
55. Marauders on motorcycles drive by yelling joyfully.
56. A man is selling drugs for a fair price in a dark alley/hallway
57. A series of tents are set up. The people are very nice and offer the players food and shelter for a night.
58. A man selling high quality fish
59. A homeless dog runs out. He is skittish but is friendly
60. A thick fog rolls in out of nowhere, players have disadvantage.
61. A car drives past the players. A dead body falls out of the open trunk as it passes by.

62. A Kitten is stuck in a tree. It is scared and dirty but is very loving.
63. In the distance, a flock of birds are seen flying away from the ground. Maybe something scared them off...?
64. An old man stumbles toward the players; he is clearly completely wasted. He is holding a bottle of vodka and verbally harassing the players but does not make any sense.
65. A group of crows flies down to a dead body and starts to pick at it.
66. A rabbit scurries across the path in front of the players.
67. The players come across a group of three civilian survivors scavenging for supplies who will flee if they are spotted.
68. A man protecting his wife and 2 kids confronts the players and asks for anything to help them. He has nothing to give in return.
69. A deer is spotted by a player up ahead
70. A squirrel hops along
71. A pack of coyotes munch on a corpse. They will get scared off by humans.
72. A stray horse with a saddle is very scared. It hops and runs around, it does not trust the players, or anything for that matter. It can be calmed.
73. There is a roll of thunder in the distance, it looks like it may begin to rain soon.
74. A black dog jumps out at the players from the bushes, but it is friendly. It looks like it is trying to show the players something. It will attempt to lead the players to its master, who has been shot in the arm, he needs help.
75. A thick pool of blood lays in the path, it streaks along the ground into a nearby building (or room) the trail leads to a corpse leaning against a wall with a letter clutched in their hand.
76. Gunshots ring out in the distance, but they are too far to be of concern yet.
77. A little girl stands in the road, she looks lost, but it is all part of a trap. There is a group of bandits carefully watching from the shadows.
78. A party member gets caught in a trap, it wraps around their foot and violently pulls them up into a tree. They are hanging 8 feet off the ground upside down, but no enemies are nearby.
79. A mystery key is found laying in the road, maybe it opens a door?
80. A chicken pecks at the ground.
81. A random goat with a bell on its neck trots along
82. Two brothers are trapped in a room with a zombie trying to break in.
83. A glint is seen in the distance just before a sniper shot lands at the feet of a player.
84. An old man holds the body of his deceased wife, he sees the players and proceeds to scream in agony, 2 zombies run toward him but he does not flinch
85. A deer slowly walks across the path out in front of the players.
86. A military truck full of bandits aggressively drives past the players, if seen, they shoot on sight.
87. A zombie has caught itself in a fence and cannot escape.
88. A zombie is dangling in a tree by its foot from a trap, nobody is nearby to claim ownership.
89. A party member gets caught in a trap, it wraps around their foot and violently pulls them up into a tree. They are hanging 8 feet off the ground upside down. 3 bandits approach the players. They want your stuff.
90. An armed military vehicle slowly patrols the street but hasn't yet noticed the players. It's full of bandits.
91. A roadblock is set up ahead, you can see figures standing there, but are they friendly?
92. You hear a single whistle from off to your right, a man is frantically waving at you, he points off in the distance to reveal a horde of zombies slowly approaching, he offers his barricaded home as refuge.
93. A random zebra grazes on the lawn in front of a building.
94. A crazy naked man leans against a tree, he asks the players a riddle, if they get it wrong after 1 try he screams "incorrect" and lunges at a player, trying to bite them like a zombie.
95. Someone has set up a tiny pawn shop stand, they are selling and trading random items.
96. A woman is dragging a zombie corpse into a nearby building, she is a scientist and is trying to learn more about the infection.
97. A single bandit sneaks up behind a player and grapples them, they have a knife to the players neck and are forcing them to give up some food.
98. You come upon an old highschool which has been fortified into a sanctuary. You can offer something to stay the night.
99. A baby is crying nearby, there is nobody around to claim to be the parent.
100. You come across a military burial site, an M4 is propped up in a boot with a military helmet on top. There is no ammo in the gun.

Credits

Written and Designed by Jay Gilbert
Writing Assistance by Travis Axlund (aka Manic)
Cover by Jay Gilbert.

Join The Discord!
<https://discord.gg/X8SwGNGYQ7>

Inspiration For This Project

Many of the game mechanics have been influenced by *The Last of Us*.

Zombie NPC's are a combination of *The Last of Us*, and *Left for Dead* zombies.

Many of the clothing item ideas came from the video game *Unturned*.

Many of the Background Abilities and Career Choices were written by community members

Remaining elements have been invented without inspiration.

The Insanity effect was an idea from a Post-Apocalyptic RPG forum discussion, mentioned by an unknown user.

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