

# RANDOM LOOTING TABLE

© *stevemangames* 2005, 2019

Roll one d6 to determine the column, then d66 to determine the item found. Roll when placing random stuff for your PCs to find in lockers and the ruins of homes.

D66	ITEM 1	ITEM 2	ITEM 3	ITEM 4	ITEM 5	ITEM 6
11	Kitchen knife	All-temp blanket	3d6 bottle caps	Cueball	Reinforced clothes	Leiomano
12	Army helmet	Swimming goggles	Pair of running shoes	Toothbrush	50 meters of hemp rope	Chainsaw (1d6 liters of fuel)
13	Can of breath mints	Pet rock	1d3 science books	Screwdriver	Lantern	Rolling pin
14	Crowbar	Hacksaw	Bag of candy	Toy car	Clipboard	Pair of Socks
15	10 meters of silk rope	Plush doll	Baseball bat	Dog whistle	History text book	Trident
16	Roofing hammer	Survival guide	1d6+3 batteries	½ liter bottle of vodka	Woodsman ax	Plunger
21	Pocket calculator	½ liter bottle of peroxide	Scarf	Alarm clock	1 liter bottle of drain cleaner	Padlock and key
22	1 meter chain with padlock	Brass knuckles	Wooden cane	Hair brush	Fire retardant gloves	Bag of marijuana
23	Tire iron	1 liter bottle of soda	Pair of handcuffs	Chemistry kit (1d6 uses)	Anime DVD boxed set	Rifle scope
24	1 kilo bag of sand	Collar and leash	Electrician's multimeter	Bag of marbles	Collapsible baton	Ski mask
25	Bow, 2d6 arrows	Pistol (1d6 ammo)	Soldering kit	1d3 board games	Laser pointer	Tonfa
26	Air rifle, 6d6×3 pellets loaded	Autograph photo of Nic Cage	1 liter jug of chlorine bleach	Portable music player	12-pack of cup ramen	Jumper cables
31	1d3+3 frag grenades	Wooden plank shield*	2 liter bottle of water	Assault Rifle (2d6 ammo)	Jar of dill pickles	Recorder flute
32	Hatchet	Bag of methamphetamine	Modeling knife	Phone (1d locked)	Geiger counter	Long scarf
33	Military entrenching tool	Cutlass	Portable tool kit	Smartphone	60 cm length of metal pipe	Nice hat
34	1d6 black markers	3-meter pole	1d3+1 road flares	Metal detector	1d3 RPG rulebooks	Rifle bipod
35	Jar of sauerkraut	Clawed climbing gloves	1d6 six-sided dice	Squirt gun	Smoking pipe	Bar of soap and a tube sock
36	Novelty katana*	3d6 bullets	Garden shears	Briefcase full of papers	½ kilo of black pepper	Sword-cane
41	First-aid Kit (1d6 uses)	Flashlight	Eyepatch	Bag of Jerky	Fishing hook and line	Metal bucket
42	Armored Vest	Sewing kit	1d6 condoms	Coveralls	Bottle of 1d3×5 quaaludes	Kettle helmet
43	Bag of 2d6×10 zinc nails	16-color pack of crayons	Rubber horse mask	Winter jacket	Dao	Handgun laser sight
44	Stopwatch	Military combat knife	Bug repellent	Phrase book	Half of a power suit	Notebook of graph paper
45	Hiking boots	Side-sword	½ liter bottle of ammonia	Bowie knife	Medical kit (triage, 1d3 uses)	Anime figure
46	Flanged battle mace	Leather motorcycle jacket	½ kilo bag of salt	1d6+3 bars of soap	1d3+3 cans of beer	Police riot shield
51	1d3+1 pencils	Night vision goggles	½ liter of vodka	2d6 Food rations	1d3+3 cans of soda	Snorkel
52	Motorcycle helmet	Bag of caltrops	Notebook	Microscope	Pair of scissors	Compass
53	Lighter	Bottle of 1d3×15 sleeping pills	Rifle (1d3 ammo)	Captain's hat	Musket, ammo for 2d6 shots	Metal mirror
54	Flare gun, 1d3+3 flares	6d6 glowsticks	2d6 zip strips	Steel toe combat boots	1d3 rolls of duct tape	Novelty fantasy dagger*
55	Hunting spear	Concealed holster	Lockpick set	Pumpkin mask	Bag of tobacco	Skateboard
61	Flak Jacket	1d3+3 flash-bang grenades	Leather duster	Collapsible baton	1d3 empty pistol magazines	Set of tarot cards
62	Engraved ring with gemstone	Mattock	Galoshes	Boar spear	Fire extinguisher	Bottle of hand sanitizer
63	Sniper rifle (1 round)	Leather belt	Spyglass	Red-dot laser sight	Portable stove	Sledge hammer
64	Whistle	Bullwhip	Military field manual	Repelling harness	Noise suppressor	½ kilo bag of rat poison
65	Bear trap	Military uniform	Binoculars	3d6 shuriken	Tablet	Geiger counter
66	Gas mask	Towel	Comic book	Cattle prod	Calligraphy kit	Icepick

\* weapons and armor marked with an asterisk do not hold up to the rigors of real combat, and have a 1 in 6 chance of breaking each time it is used.