

Scavenging Technology Table

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d100	d20	Item Found	d100	d20	Item Found	d100	d20	Item Found
1-17	1-2	clothing - jumpsuit	41-51	1-11	books	91-95	1	atheltic equipment - racket
	3-4	clothing - soft shoes		12-14	bookreader (tape)		2	atheltic equipment - bat/club/stick
	5	clothing - shoes with hard (magnetic) soles		15-17	bookreader (disk)		3	atheltic equipment - helmet
	6-9	clothing - shirts/blouses		18-20	bookreader (crystal)		4-5	atheltic equipment - gloves
	10-13	clothing - pants/skirts	52-57	1-8	sound diskette player		6	atheltic equipment - goggles
	14-20	clothing - underwear		9-16	sound tape player		7-9	atheltic equipment - shoes
18-20	1-16	wrist watch (chronometer)		17-20	sound crystal player	10-11	atheltic equipment - jumpsuit	
	17-19	small clock (chronometer)	58-62		electric printer & polyvellum	12	atheltic equipment - boots	
	20	wall clock (chronometer)				13	atheltic equipment - ball (hard rubber)	
21-24	1-4	mechanical camera	63-66	1-8	pens	14-15	atheltic equipment - ball (rubber, inflatable)	
	5-13	electronic camera		9-11	notebooks	16-17	atheltic equipment - ball (cloth covered)	
	14-18	digital camera		12	sketchpads		18	atheltic equipment - rope
	19-20	holo camera		13	stapler		19	small metalworking toolchest & tools (jewelers)
35-30	1	poster frame & poster		14-16	binders		20	small electronic tool chest & tools
	2-6	photo's (2D flat on paper)		17-18	clips			
	7-9	photo's (encased in box - multiple pictures)		19	rulers & forms			
	10-16	digital photoviewer	67-75	20	paint & brushes			
	17	holographs (flat on paper)				96-100	1-4	dry foodstuffs
	18	holographs (glass/plexiglass plate)					5-8	bottles (alcoholic)
	19-20	holograph viewer & crystals					9-15	bottles (non-alcoholic)
31	1-4	holovideo (hand)					16-19	drugs (medicinal)
	5-20	holovideo (set)					20	drugs (recreational)
32-34	1-8	holoviewer (disk)	76-80	1-11	hand computer			
	9-20	holoviewer (crystal)		12-19	laptop computer			
35-38	1-12	television (hand)		20	desktop computer			
	13-20	television (set)	81-83		batteries			
39-40	1-2	video camera	84-87	1	VR set (holovid, hand motion sensors)			
	3-9	video-player (tape)		2-5	VR set (goggles, gloves)			
	10-16	video-player (disk)		6-20	electronic games (i.e. nintendo, sega)			
	17-20	video-player (crystal)	88-90		board games, marbles, dice, small figures			