

## The Hive - Rewards

For the most part, this document is used as a reference from the script. But a GM should feel free to modify it or directly hand out the specific loot that your players want or need as appropriate to the story and balance of the game.

### ===== Loot Tables =====

#### == Luggage Loot Table ==

When a character rifles through one of the discarded bags of luggage, have them roll a luck check and give them one of the following things from the table.

Luck Roll	You Found...
< 20	... useless dirty laundry that smells gross.
19 < x < 40	... Some warm clothes that fit you and a comfy bedroll.
39 < x < 60	... 2 repair kits and a flashlight.
59 < x < 80	... 2 nanite packs and a radio headset.
79 < x < 98	... You find a wallet with \$800 in credits.
> 97	... an Anvil Arms C25, 5 mags with sling and reflex sight.

#### == Locker Loot Table ==

When a character manages to either break into or unlock a locker, they get to roll luck on this table.

Luck Roll	You Find...
< 20	the locker is full of trash which spills loudly on the floor
19 < x < 40	... A flashlight and a walkie talkie.
39 < x < 60	... A Plasma cutter and a gas mask.
59 < x < 80	... Two Health packs/or two repair packs.
79 < x < 100	... an Anvil Armament R14 with 4 magazines and a red laser.
99 >	... A Riot Suppression Device with an AFGrip & 2pt sling.

### ===== Unique Loot =====

#### == Red Antlion Fungus ==

Type: Consumable  
Cost: \$120

A ragged, red and fuzzy piece of fungus. The bloom is about as large as your fist and it gives off a slightly fruity-sweet smell.

A character that has at least 2 skill in medicine or survival and succeeds on a skill check with either skill of DC 35 can tell ahead of time what does. Only an organic character can consume the Fungus.

When a character consumes the fungus, they must roll a Fortitude check of DC 18. If they fail, their body doesn't quite metabolize the medicinal depressant in the plant. They lose 1m movement per action and have a +1 to miss with guns, melee attacks and attack abilities until the end of the next encounter. If they succeed on the roll, that character instead heals 30 health.

#### == Strudwick Arms Riot Suppression Device \$1600 ==

Type: Shotgun  
Mag Size: 8  
Mag Cost: \$8 per bag of 8 shells  
Reload DC: 45  
Fire Mode: Semi-Auto  
APL: 2  
Reflex Mod: +10  
Movement Penalty: -0.5m

The Strudwick Arms Riot Suppression Device is a riot suppression shotgun

that fires biodegradable goo pellets that stun and sting, but are unlikely to do permanent damage unless fired into someone's eye or ear. If conventional rounds are substituted, each damage bracket gains 100 damage; Slugs deal 125 damage for all range brackets.

Damage	Miss Chance	Out to
40	1	10m
30	2	20m
15	3	50m