

At the referee's discretion, players get a single d20 roll against the following chart to see what kind of Ancestral Artifact their Survivor starts gameplay with. Assume all items pertain to a Survivor's ancestor of at least two generations earlier (e.g., grandparent).

These items become valuable when referees find ways of incorporating into a storyline, perhaps as clues that solve old mysteries or hints from the past that lead to loot. They might be needed in some way to complete a scenario or campaign.

The fact that an ancestor's item saved a life or was just what a Survivor needed to save the day might enhance their reputation because they were lucky enough to have it. What appears to be a castoff now could mean a great deal to them later on if they were to accidentally lose it. Referees and players are encouraged to develop additional examples of ancestral artifacts that might apply to a specific scenario or campaign.

ANCESTRAL ARTIFACTS	
Random d20	Result
1	Single sheet of paper that appears blank, folded, unblemished
2	Emergency signal mirror on a nylon lanyard, scratched
3	Photograph, individual male, wallet size, faded
4	Child's doll, hair and clothes intact, fair condition
5	Glasses, minor correction, metal frames, scratched glass lenses
6	Photograph, individual female, wallet size, faded
7	Solid gold wedding ring, name inscribed, scratched
8	Military medal, tarnished, worn ribbon
9	Toothbrush in unopened plastic wrapper
10	Pewter miniature, fantasy figure, missing one arm
11	Teddy bear, stained, threadbare, missing one eye, much loved
12	Key chain with 1d6 miscellaneous metal keys
13	"Wanted" poster, with photo, listing several serious crimes
14	Credit card, chipped, cracked
15	Concert ticket stub, water damaged
16	Pharmacy medicine bottle, plastic, prescription label intact
17	Glasses, major correction, metal frames, scratched lenses
18	Sports team jersey, stained, worn
19	Death certificate, folded, stained, faded
20	**Choose any one item from this chart**