

From a d100 random encounters table:

A dog with saddlebags comes trotting up to the Takers and sits down a few yards ahead of them, tail wagging happily. Tied to the dog's saddlebags is a note asking whoever finds 'Bruno' to please send any spare rations, and ask for Q Cell out of the nearest enclave - they'll make good on your help. If the Takers do not add any rations to Bruno's saddlebags, he will follow the Takers for 2 legs, whining the whole way, before trotting off. No Profession: Animal Handling checks will be able to convince him to stay. If the Takers do add rations to the saddlebags (one will do), Bruno will lick that person's hand and then trot off the way he came. Any Takers following Bruno come upon a vehicle. Succeeding an Awareness check means the Takers notice that Bruno has stopped and is growling at the vehicle - Bruno's Taker handler has died and is now a Vector, but trapped inside the vehicle. A Foresight check reveals that the Takers could, with a sufficiently powerful weapon, simply shoot the Vector through the closed windows of the vehicle, although this will attract a mob of Casualties. If the Takers do not engage the Vector and simply walk off, Bruno stays by the vehicle. If they successfully kill the Vector, they find 1d10 Bounty, a journal with Q Cell's brainstorming plan's for a score, and Bruno follows the Taker who put the rations in his saddlebag. Bruno is trained, has the Friendly upgrade, and comes with the saddlebags gear.

The Takers come across a single corpse at the base of something tall (a building, bridge, mountain pass, etc.) which fairly obviously landed head first. If the Takers roll the corpse over or make a Scavenging check, they find an old-fashioned media player/recorder clutched in the corpse's hand, underneath the body. Picking it up starts the last recorded file playing and triggers a level-2 Detachment threat as a frightened, pain-laced voice comes on: "My name is Jimmy Alden, I'm from Macon, Georgia, I was out here visiting family when everything went to shit. ... If you're listening, please let my family know I'm dead... and that I love them... Oh God, it hurts... I finished off those crazy fuckers trying to get in the car with the kids, but I think some got in my mouth and I'm out of bullets..." If the Taker's haven't turned off the recording by this point, they make a Self-Control check as they listen to Jimmy turn into a Vector, followed by the sound of the Vector going over the edge of the tall structure and hitting the ground. The recording is worth 1d10 to an archivist or crusader group, while the electronics by themselves can fetch 1d10/2.

Off the beaten path, the Takers come across a Briar Rabbit fortification - a large number of DDJs set off down a hallway/between two walls (manmade or rock formations)/etc., typically set up such that a safe path through exists for humans. If the Takers make three out of the following checks, they can chart the path through: Athletics, Awareness, Criminality, Foresight, Mechanics, Research, or an appropriate Profession:X. An Athletics check is required to successfully navigate the path without taking damage - 1d10 to both legs on a failed check as the Taker stumbles into the wires. Past the patch, Takers find a two family enclave - Self-Control check upon seeing the bodies, recently dead from starvation. At the sound of people, a toddler, no more than a year old, wanders out of a building, obviously in need of food and water. Level 2 Self-Control check against Detachment to leave the child behind, Level 2 Self-Control check against Stress to rescue the child. There is 6 bounty and 2 Haul of goods in the enclave.

Takers who make an Awareness check realize that the ground beneath their feet is hotter than usual or there are plants and insects in the area which typically only thrive in warmer climates. A successful Foresight or Profession: Computer Science check means they have alerts programmed into their Ubiq specs (if the Takers have Ubiq specs) - these alerts go off due to the high levels of carbon monoxide and sulfur dioxide in the area. Spend one extra ration to go around the area. Takers who fail these checks take 1d10 Kill to the chest as they breath in the fumes, before realizing they need to get out of the area. On their way out, they come across the body of a Taker who asphyxiated from the fumes. Most of their gear has been damaged by the sulfur dioxide, but to the Takers can scavenge one axe with the Sturdy upgrade from the body. Take 1d10/2 Stun to the chest for the time required to examine and pull gear off the body.

A successful Research check later let's the Takers put together the clues: they were walking over a coal seam fire. Posting the location of the fire to the Ubiq forums gains the crew the +Rep spot "Helpful." This check can be made whether or not the crew took damage from the fumes.