



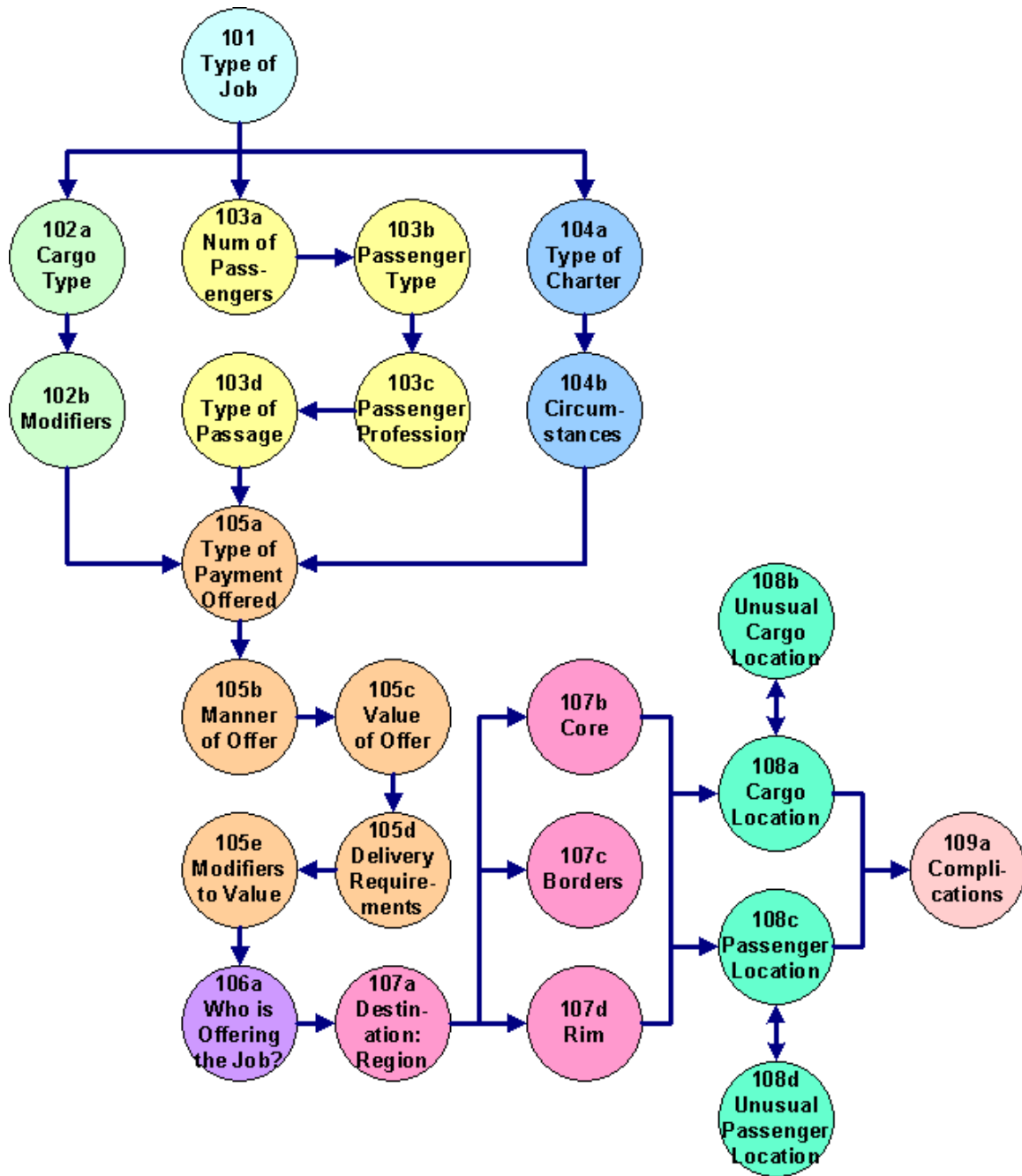
The Serenity Job Randomizer

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One of the most important elements of a classic Serenity campaign is finding a job. A job keeps you flyin', right? So a Gamemaster needs to provide a steady stream of mundane and interesting jobs and job offers. These tables give them a way to randomize entire jobs or just get some inspiration for their own creations. These basic details can be augmented with existing NPCs or woven into planned plot lines. If nothing else, they keep your PCs moving, working, and taking action in the living 'Verse.

The style of these tables is modeled after the classic Paul Jaquays publication (Central Casting: Heroes of Legend, Task Force Games, ISBN 0-922335-00-1) If you can find Central Casting, or the sequel which helps you randomize for science fiction campaigns, consider yourself lucky. In general, roll percentile dice to get a result on a table. The table result will indicate if you should proceed to another table to get more details. Keep track of the results as you go along and then review them when you're done to make sense of them, making any changes necessary.

These tables assume a job for a mid-sized transport and that the PCs are being paid to do the job. (Some details about buying the cargo outright are provided, but the tables do not attempt to model a full trading system.)



Flowchart of the Tables.

| 101: JOB TYPE | | |
|----------------------|--------------------|-----------------------------|
| d% | Job Type | Description |
| 1-50 | Cargo | Go to Table 102a |
| 51-70 | Passengers | Go to Table 103a |
| 71-90 | Cargo & Passengers | Go to Table 102a, then 103a |
| 91-00 | Charter | Go to Table 104a |

| 102: CARGO TYPE | | | | | | |
|-----------------|-------------------------|---|---|------------|---------------|------------|
| d% | Category | List of Examples | Manner of Cargo | Tonnage | Value (c/ton) | Legality |
| 01 | Advertising | Sign-boards, Commercial Flyers, Promotional Gifts/Toys, ... | Wooden crates | 10+1d6 | 200 | Legal |
| 02-03 | Aircraft Components | Flight instruments, flight controls, wing pieces, landing gear, communication gear, ... | Wooden crates with straw or peanuts | 20+2d6 | 3,000 | Regulated |
| 04-05 | Alcoholic Drinks | Wine, Brandy, Whisky, Moonshine,... | Glass bottles in straw in wooden crates. | 6+1d2 | 2,000 | Legal |
| 06-07 | Ammunition | Blanks, Bullets, Full Metal Jacket, Armor-Piercing, High Explosive,... | Small metal boxes with good clips shut | 8+1d6 | 1,600 | Regulated |
| 08 | Amusement Park Gear | Torn-down rides, carny games, carnies, signage, tents, bleachers, ... | Roped together, small things in boxes | 50 | 600 | Legal |
| 09 | Animal Feed | Pellets, Nutrient Swill, Grasses | Barrels, sacks, bales | 100+1d4*10 | 200 | Promoted |
| 10-11 | Animals | Horses, Cattle, Pigs, Sheep, Chickens, Dogs, Cats, Oxen, Songbirds, Fish, Mules, Donkeys, Goats, Rare and Exotic Pets, ... | Pens or tethers, cages | 8+1d4 | 400 | Promoted |
| 12 | Antiques | Earth-that-Was antiques, Generation Ship era antiques, First colony antiques,... | Metal, locked crates with tracking devices and elaborate name plates. Or unmarked wooden crates and 24 hour guards. | 1d2 | 20,000 | Contraband |
| 13-14 | Building Materials | Ceramic Bricks, Prefab Building Components, Doors, Steel Corrugated Sheets, ... | Pallets | 150+1d4*25 | 600 | Legal |
| 15-16 | Canned, Preserved Foods | Luxury foods, protein paste, Nutrient Bars, candy, | Canned in crates, pickled in barrels, wrapped and stacked in crates. | 6+1d6 | 2,000 | Legal |
| 17-18 | Chemicals | Oils, Lubricants, Fuel | Barrels, tanks (plastic or metal) | 50+1d4*10 | 1,200 | Legal |
| 19 | Cloth | Blankets, Linens, Cloth | Pallets | 10+1d6 | 600 | Legal |
| 20-21 | Clothing | Women's Fashion, Basics, Men's Fashion, Children's, Shoes, Outerwear, Underwear, Fashionable clothes and ornaments for parties/holidays | Folded in crates or high-end stuff on proper hangers | 10+1d6 | 1,000 | Legal |
| 22 | Communications Gear | Satellites, communication dishes | Packed carefully in metal crates, larger pieces strapped in | 200+1d2*50 | 4,000 | Regulated |
| 23 | Computer Equipment | Cortex Terminal, Cortex Hub, Entertainment System, Data Analysis workstation, ... | Packed carefully in metal crates, larger pieces strapped in | 100+1d4*10 | 3,200 | Legal |
| 24 | Construction Machinery | Concrete mixer, Diggers, Loaders, Wood Processors,... | Driven into the bay as is, strapped in. | 100+2d10 | 1,600 | Legal |

| | | | | | | |
|-------|------------------------|---|---|-------------|-------|-----------|
| 25 | Construction Materials | Lumber, Steel bars/plates, Corrugated metal, Bricks, Cement Blocks, Glass bricks, Prefab plates, rolls of plastic, raw paper, stone, marble | Stacked and bound | 300+1d4*50 | 600 | Promoted |
| 26 | Construction Tools | Hammer, screwdrivers, saw, pliers, ... | packed in crates, jumbled in crates if going to the Rim | 20+2d6 | 1,200 | Promoted |
| 27 | Covert Equipment | Disguise kits, fake ID documents, lock picks, ... | Small secure metal boxes | 1d2 | 4,000 | Illegal |
| 28-29 | Crop Supplements | Fertilizers and pest-killers. | Drums, Bags, Boxes. Containing pellets or aerial dusts | 300+1d4*50 | 1,000 | Promoted |
| 30 | Dockyard Gear | Forklifts, Industrial Lifters/Manipulators | Driven into the bay as is, strapped in. | 250+1d4*25 | 1,600 | Legal |
| 31-32 | Farming Gear | Agricultural machines (fuel-powered or animal drawn), irrigation equipment, well-diggers, Solar-powered generators, trenchers, etc. | Chained up individually. | 400+1d6*25 | 1,600 | Promoted |
| 33-34 | Fresh Foods | Fruits, Vegetables, Grains, Butchered Meat, Fish, common and rare spices, coffee, tea, tobacco | Wrapped, crated, sacked. | 10+1d6*10 | 2,400 | Legal |
| 35 | Frontier Gear | Fire Jelly, Water Purifying Crystals, Hatchet, Tents, Hiking Gear, Claim Stakes,... | Crates, wooden, reinforced plastic, or metal | 25+1d4*10 | 1,200 | Promoted |
| 36-37 | Frozen Foods | Vegetables, Fruits, Meals, Bread, Luxury Foods, Fish, Desserts | Refrigerated Crates, unrefrigerated crates, ice-packed crates | 100+2d10 | 1,600 | Legal |
| 38-39 | Fuel/Power | Pulse drive Fuel Cells, Propane Tanks, Gasoline Drums, Hydrogen Tanks, Batteries, Alternate fuel electric generators, solar panels, | Crates, drums, tanks. | 300+1d4*50 | 2,000 | Legal |
| 40 | Gaming Equipment | Gaming tables (Casino), billiards, snooker, mahjong, chess boards, card tables | Carefully crated in metal to protect the felts | 200+1d8*25 | 1,600 | Legal |
| 41 | Gravitics | Fusion Containment Jacket Plates, Electro-magnetic Field Producer, Compressor Coils,... | Smaller pieces carefully crated with straw or peanuts, larger pieces strapped in the hold | 100+1d4*20 | 3,600 | Legal |
| 42-43 | Guns | Pistols, Rifles, Assault Rifles, Shotguns, Derringers | Large numbers wood-crated with straw, small special pieces in foam inserts in metal cases | 250+1d10*10 | 2,400 | Regulated |
| 44 | Hand-to-Hand Weapons | Swords, knives, clubs, nunchuks, whips, bows and arrows, spears, javelins,... | Large numbers wood-crated with straw, small special pieces in foam inserts in metal cases | 20+2d6 | 1,200 | Regulated |
| 45 | Home Equipment | Ovens, Refrigerators, Fans, Furnaces | Crated in wood crates | 100+1d4*20 | 800 | Legal |
| 46 | House Wares | Pillows, Linens, Cups, Plates, baskets, tableware | Crates of feathers or pillows | 50+1d4*10 | 600 | Legal |
| 47 | Housing Components | Pre-manufactured Housing Components | Strapped down as is | 200+1d4*25 | 1,000 | Promoted |
| 48 | Illegal Drugs | Narcotics, Hallucinogens, Mind-enhancers, Will-reducers,... | Hidden with legitimate medicines, sacks, almost any manner | 2d6 | 5,000 | Illegal |

| | | | | | | |
|-------|------------------------|---|---|------------|-------|------------|
| 49-50 | Industrial Chemicals | Solvents, lubricants, acids, catalysts, adhesives/glues, paints, ... | Tanks, barrels, containers | 300+1d6*50 | 600 | Legal |
| 51-52 | Industrial Machinery | Hydraulic Machinery, refurbished machinery, pumps, compressors, Meat packing equipment, piping, printing equipment, textiles, water purification, generators, power supplies, power converters, brewing | Large wooden crates or strapped into the hold | 500+1d4*50 | 400 | Legal |
| 53 | Industrial Materials | Railroad rails, spikes | Barrels and pallets. | 300+1d4*30 | 200 | Legal |
| 54 | Leather Goods | Leather Goods: Browncoats, jackets, purses, vests, pants, uncut skins | Wooden crates or pallets | 100+1d4*25 | 600 | Legal |
| 55-56 | Manufactured Goods | Furniture, Spools of cable and wire, caskets, tombstones, playground equipment | Crated, broken-down and crated | 100+1d4*25 | 1,000 | Legal |
| 57 | Mechanic's Tools | Specialized hand tools, diagnostic meters, welders, ... | Carefully crated in metal to protect the goods | 50+1d4*5 | 2,000 | Legal |
| 58 | Medical Gear | MedComp, Dermal Mender, Cryo chambers, Air Ambulance components, Medkits,... | Carefully crated in metal to protect the goods | 10+1d6 | 2,400 | Regulated |
| 59-60 | Medicines | Antibiotics, Analgesics, Painkillers, Cold Medicine, Immunizations, Disease Treatments, Rare treatments, ... | Multiple layers of plastic bagging (exact counts) inside high quality crates (wood/plastic/metal) | 4d12 | 2,800 | Regulated |
| 61 | Military Gear | Various armors, clip-rigs, boots, helmets, camouflage clothing,... | Wooden crated | 200+1d8*25 | 1,600 | Contraband |
| 62 | Military Grade Weapons | Grenades, explosives, mines, heavy weapons,... | Wooden crated, lots of marked warnings, straw packing. | 250+1d4*50 | 3,600 | Illegal |
| 63-64 | Mining Equipment | Drilling gear (minerals, water, etc.), Breath masks, Headlamps, Air Testers, Ore Testers, ultrasonic imagers,... | Wooden crated | 300+1d4*20 | 1,200 | Legal |
| 65 | Musical Instruments | Brass, Woodwinds, Guitars, Stringed, Amplifiers, Repair Kits, Speakers, Pipe Organ ... | Crates of smaller custom boxes, wooden with nice covers | 100+1d6*10 | 1,800 | Legal |
| 66 | Non-alcoholic Drinks | Fruit Drinks, Energy Drinks, Kid Drinks,... | Large plastic bladders in barrels | 10+1d6*10 | 800 | Legal |
| 67 | Paper | Popular Books, Company Records, Religious Flyers, Political Flyers, Textbooks, Rolls of Paper, Reams of paper,... | Pallets, crates | 400+1d4*50 | 1,600 | Legal |
| 68 | Personal Electronics | Multiband, holo-camera, holo-player, bullhorn, datapad, cortex link system, recording equipment (audio, video, holo), ... | Small crates: wood, plastic, metal. Form fit foam padding | 100+1d6*10 | 3,000 | Legal |
| 69-70 | Personal Luxuries | Perfume, cosmetics, jewelry, rare wines, rare food, silk bedding, cigars, cigarettes.... | Small crates: wood, plastic, metal. Smaller boxes inside. | 10+2d6 | 3,200 | Legal |
| 71 | Pipes | Sewage Drainage pipes, equipment | Strapped down as is | 200+1d4*50 | 400 | Legal |

| | | | | | | |
|--------|-----------------------|---|---|------------|--------|-----------|
| 72-73 | Planetary Vehicles | ATVs, Ground Cars, Hovercraft, Bicycles, Racing Ground Car, hovermules, motorcycles | Strapped down as is | 200+1d6*25 | 1,200 | Legal |
| 74-75 | Plants | Plants, Seedlings, Seeds, Trees | Trays on shelves, pallets, strapped in as is | 200+1d6*25 | 800 | Promoted |
| 76 | Precious Goods | Cut gemstones, artwork, statues, paintings, platinum ingots, ... | Various sized crates, excellent packing materials, some items would have foam inserts cut to fit for metal, securable cases | 1d10 | 10,000 | Regulated |
| 77-78 | Processing Equipment | Fuel refining equipment, kilns, smelters, compressors, crushers, stoves, vats,... | Strapped down as is | 400+1d4*50 | 1,600 | Legal |
| 79-80 | Ranching Gear | Animal harnesses, barn equipment, weather vane... | Wooden crates | 10+1d6*5 | 1,200 | Legal |
| 81-82 | Raw Materials | Refined Ores, metal ingots, lumber, cut marble, steel bars,... | Barrels or crates | 500+1d4*50 | 800 | Promoted |
| 83 | Robots | Farming, Mining, Assistant, Entertainment, Pleasure,... | Inert: Foam-inserts in custom metal crates. Active: strapped in | 200+1d6*25 | 2,000 | Regulated |
| 84 | Security Gear | Commpacks, Gunscanners, Motion Sensor Array, vaults, safes, Cameras, Motion Detectors, Alarm Systems, Klaxons, Alerting Systems, ... | Wooden crated with good packing materials | 25+1d4*10 | 4,000 | Regulated |
| 85 | Ship Accessories | Trash Incinerator, VacSuit Patch Tape, Garden Bunk, Custom Chairs,... | Large crates, wood, plastic, metal | 50+1d6*10 | 2,000 | Legal |
| 86 | Shop Equipment | Stoves, hot plates, cash registers, neon signs, beer taps, packaging tools, shelves, ... | Wooden crates or strapped in as is | 100+1d8*10 | 1,000 | Legal |
| 87-88 | Space Gear | Vacsuit, personal beacon, tether line and clips, maneuvering jet pack,... | Wooden or metal crates | 100+1d8*10 | 2,400 | Legal |
| 89-90 | Spacecraft Components | Sensor systems, Air Reprocessors, Databases, Astrogation Computers, Auto-pilot systems, filters, cameras, floodlights, ... | Metal crates with peanut packing, or strapped in as is | 300+1d6*50 | 3,000 | Legal |
| 91 | Specialty Products | Ornamental Rugs, Wedding Supplies, Wigs | Specialty wooden crates | 50+1d4*10 | 4,400 | Legal |
| 92 | Sports Gear | Sports uniforms, equipment, training equipment | Metal crates emblazoned with team logo | 50+1d4*10 | 1,000 | Legal |
| 93-94 | Surveying Equipment | Tripod-mounted azimuths, cartographic datapads, | Small crates: wood, plastic, metal. Form fit foam padding | 100+1d6*10 | 4,000 | Legal |
| 95 | Tanks | Storage tanks | Strapped down as is | 400+1d4*50 | 400 | Legal |
| 96 | Technician's Tools | Patch cables, interface chips, diagnostic sensors... | Small, specialized metal crates | 10+1d4 | 3,000 | Legal |
| 97-98 | Toys & Novelties | Bobble heads, dolls, model ships/planes, toy soldiers, humorous buttons, costumes, building toys, stickers, card/board games, notions,. | Plastic bags, cardboard boxes inside wooden crates | 10+1d4*5 | 1,600 | Legal |
| 99-100 | Weapon Accessories | Gun Case for vacuum, Gun Cleaning Kit, extended stock, extended magazines,... | Small crates: wood, plastic, metal | 10+1d4*5 | 2,400 | Regulated |

| | |
|------------|--|
| Promoted | The Alliance encourages shipment of this type of cargo as it promotes their goals and ideals. |
| Legal | Shipment of this cargo is legal and not regulated in any particular way. |
| Regulated | Shipments are tracked and monitored, shipment permission is required in advance. Missing paperwork is punishable by fines. |
| Contraband | Shipment of this cargo is illegal and punishable by fines or impoundment of the transporting ship. |
| Illegal | Shipment or possession of this cargo is illegal and punishable by imprisonment and fines. |

| 102b: CARGO MODIFIERS | |
|------------------------------|---------------------------|
| d% | Condition |
| 01-50 | Average Condition |
| 51-62 | Worn/Used |
| 63-75 | Brand new, still sealed |
| 76-88 | Broken, Damaged, Salvaged |
| 89-100 | Elite Quality brands |

Proceed to 105a

| 103a: NUMBER OF PASSENGERS | |
|-----------------------------------|---------------------------------------|
| d% | Individuals or Number in Group |
| 01-12 | 1 |
| 13-25 | 2 |
| 26-37 | 3 |
| 38-50 | 4 |
| 51-62 | 5 |
| 63-75 | 6-9 |
| 76-87 | 10-15 |
| 88-00 | 16+ |

Proceed to 103b for the Group or for Each Individual

| 103b: PASSENGER TYPE | | |
|-----------------------------|----------------------|-------------------------------------|
| d% | Traveling for | |
| 01-30 | Business | For a deal, looking for new deals |
| 31-40 | Pleasure | sight-seeing, visiting friends |
| 41-70 | Work | traveling for new job |
| 71-100 | Need | traveling looking for opportunities |

Proceed to 103c

| 103c: PASSENGER PROFESSION | | |
|----------------------------|---|--------------------------------------|
| d% | Traveling for | |
| 01 | Acrobat | |
| 02 | Actor | |
| 03 | Adventurer | |
| 04 | Architect | |
| 05 | Artist (Musician, Sculptor, Painter) | |
| 06 | Astrogator | |
| 07 | Bank Courier | |
| 08 | Bartender | |
| 09 | Bookie | |
| 10 | Bookseller | |
| 11 | Botanist | |
| 12 | Brew master | |
| 13 | Carpenter | |
| 14 | Chef | |
| 15 | Companion | |
| 16 | Construction Worker | |
| 17 | Corporate Officer | |
| 18 | Craftsman | |
| 19-22 | Criminal (Thief, Drug-dealer, Smuggler) | Reroll to determine cover occupation |
| 23 | Dentist | |
| 24 | Doctor | |
| 25-26 | Drifter | |
| 27 | Electronics Repair Engineer | |
| 28 | Engineer | |
| 29 | Explorer | |
| 30-31 | Factory Workers | |
| 32-33 | Family | |
| 34 | Farmer | |
| 35 | Gem Dealer | |
| 36 | Gravity Drive Technician | |
| 37 | Gun Dealer | |
| 38 | Gunsmith | |
| 39 | Hermit | |
| 40 | Horseman | |
| 41 | House servant | |
| 42 | Indentured servant | |
| 43 | Jeweler | |
| 44 | Lawyer | |
| 45 | Leatherworker | |
| 46 | Lumberjack | |
| 47 | Magician | |
| 48 | Medical Technician | |
| 49-50 | Mercenary | |

| | | |
|-------|-------------------------------|--|
| 51 | Merchant / Trader | |
| 52-54 | Migrant Worker | |
| 55-57 | Miner | |
| 58 | Newspaperman | |
| 59 | Noble / Aristocrat | |
| 60 | Nurses | |
| 61 | On-leave Alliance Soldier | |
| 62 | Opera Artist | |
| 63 | Orphans | |
| 64 | Pilot | |
| 65 | Printer | |
| 66 | Professional Gambler | |
| 67 | Prostitute | |
| 68 | Railroad Man | |
| 69 | Ranch hand | |
| 70 | Restaurateur / Food-seller | |
| 71 | Robot Engineer | |
| 72 | Rug Merchant | |
| 73 | Salesman | |
| 74 | Salvage Specialist | |
| 75 | Scientist | |
| 76 | Seamstress | |
| 77 | Security Guards | |
| 78-80 | Settler | |
| 81 | Shepherd | |
| 82 | Sheriff | |
| 83 | Shipwright | |
| 84 | Shopkeeper | |
| 85 | Sideshow Performer | |
| 86 | Smith | |
| 87 | Teacher | |
| 88 | Technical Specialist | |
| 89 | Terraforming Consortium staff | |
| 90 | Tinkers | |
| 91 | Toymaker | |
| 92 | Undertaker | |
| 93-96 | Unskilled Labor | |
| 97 | Vintner | |
| 98 | Waitress | |
| 99 | Welder | |
| 100 | Writer | |

Proceed to 103d

| 103d: TYPE OF PASSAGE SOUGHT | | |
|-------------------------------------|------------------------|--|
| d% | Type of Passage | |
| 01-30 | Steerage | Just looking for a place to lie down and ride. |
| 31-85 | Second Class | Cabin and food, doesn't have to be pretty. |
| 86-100 | First Class | Nice Cabins, Amenities |

Proceed to 105a

| 104a: TYPE OF CHARTER | | |
|------------------------------|-----------------------|---|
| d% | Type | Description |
| 01-50 | Open-ended Contract | Patron is purchasing services of ship and crew for an indefinite time period. |
| 51-00 | Time-limited Contract | Patron is purchasing services of ship and crew for a specific, limited time period. |

PROCEED TO 104b: CIRCUMSTANCES

| 104b: CIRCUMSTANCES | | |
|----------------------------|----------------------|--|
| d% | Circumstances | Description |
| 01-12 | Corporation Charter | Chartered for use by various corporate officers for company business. |
| 13-24 | Political Junkets | Chartered to cater to political figures. |
| 25-37 | Hidden Patron | Reasons are not divulged, but it is important to someone to have the ship at the ready to transport a person, a box, whatever they need, no questions asked. |
| 38-49 | Cruise Charter | Patron wishes to tour the 'Verse (gambler, scientist, wanderer, etc.) |
| 50-61 | Business Charter | Company needs to replace a defunct transport or expand their shipments and wants a ship on call. |
| 62-73 | Guild Charter | A Guild (Companion, etc.) reserves the ship to transport their members from place to place, or important guild cargo. |
| 74-86 | Business Operator | One or more people want to run their business from the ship, traveling where the demand is. Like a Companion, for instance. |
| 87-00 | Speculation Charter | Patron wants to make money in the freelance transport business. Patron makes the deals, sets the jobs. PCs execute the jobs. |

PROCEED TO 105: JOB TERMS

| 105a: TYPE OF PAYMENT OFFERED | | |
|--------------------------------------|--------------------------------|---|
| d% | Type of Payment offered | Description |
| 1-10 | Barter for Services | Services can range from ship repair, meals, a place to bathe and sleep, sexual services, producing information, tailoring, painting, etc. |
| 11-30 | Barter for Trade Goods | Roll on Table 102: Cargo Type to determine what is being offered as payment. This could be just a share of the cargo itself. |
| 31-35 | Community Service | By law, shipments to very remote, poor colonies have to be made at times. |
| 36-40 | Alliance Mandate | Job is "awarded" to crew by Alliance, no right of refusal. |
| 41-50 | Platinum on delivery | Platinum coins to be paid by receiver when cargo is delivered. |
| 51-55 | Barter for Fuel | With Fuel averaging 5C/ton, a full Firefly would cost 300C. |
| 56-65 | Barter for Ship Parts | Parts can range from a few platinum to thousands of credits |
| 66-82 | Platinum on return | Platinum coins to be paid by shipper when captain returns from the run. |
| 83-85 | Platinum up front | Platinum coins to be paid before the run is started (RARE) |
| 86-91 | Credits on delivery | Credits on delivery, either electronically transferred or in bar-coded paper money |
| 92-97 | Credits on return | Credits on return, either electronically transferred or in bar-coded paper money |
| 98-100 | Credits up front | Credits up front, either electronically transferred or in bar-coded paper money |

Proceed to 105b

105b: MANNER OF OFFER

| d% | Manner in which offer was made | Description |
|--------|--|---|
| 1-40 | Port Master Listing | Most typical way for cargo and ships to find each other. Often posting can only be done once the ship has landed, and even then, in person with ship credentials (ownership, bond/insurance, Ship ID) |
| 41-50 | Direct Contact from Offerer (wave) | Message from across the Cortex, delayed and relayed or live audio/video |
| 51-60 | Direct Contact from Offerer (meeting) | A meeting is requested away from the ship (public place, remote/out-of-sight location, etc.) |
| 61-70 | Direct Contact from Offerer (letter) | Old-fashioned paper offer is delivered or waiting at the Post. |
| 71-80 | Direct Contact from Offerer (visit ship) | Offerer stops by at the ship to make contact or seal the deal. |
| 81-90 | Word passed by mutual friend/third party | Friend of a friend, passing on the message. |
| 91-100 | Cortex Posting | Less reliable than a Port Master Listing, some cargos are simply posted in various places on the Cortex. |

Proceed to 105c**105c: VALUE OF OFFER**

| | | |
|-----------------------------------|---------------------|--|
| Determine value based on Job Type | Shipping Cargo | Transport is paid a fee to take cargo from point A to point B; Fee = 1c / ton cargo, trip up to seven days in length. For each additional week, +1c/ton |
| | Trading Cargo | Captain buys cargo at point A, with the intent to sell at point B, or C, etc.; Requires total value of cargo up front to purchase; Can mean higher profits, but more risk of losing money too. |
| | Carrying Passengers | Transport is paid a fee to take passengers from point A to point B; Fees are pretty standard for different levels of accommodations and assume a week or less travel, increase charge again for each week past the first. First Class 100c/person Second Class 50c/person Steerage 20c/person |

Proceed to 105d**105d: DELIVERY REQUIREMENTS**

| d% | Requirement | Description |
|--------|-------------------------------------|--|
| 01-50 | No particular delivery requirements | No modifier. |
| 51-60 | Speed is of the Essence | Cargo must be delivered as fast as possible to the drop-off. Determine distance from pickup to drop-off, deadline is that distance at hard burn. |
| 61-70 | Speed is Important | Cargo must be delivered quickly to the drop-off. Determine distance from pickup to drop-off, deadline is that distance at normal pulse. |
| 71-80 | Route is Determined | A specific route is required, possibly incorporating intermediate stops (1d6-1). This route may bring the PCs near rivals, enemies, or dangers. |
| 81-90 | Avoid Alliance Inspections | Whether or not the cargo is illegal, the shipper does not want it inspected or tax paid upon it. This may require the freighter to avoid Alliance patrols and arrive at the drop-off through thoughtful means. |
| 91-100 | Run Just for Show | Delivery of cargo is secondary, they must be seen to deliver the cargo by some third party: the Alliance, rivals, etc. |

Proceed to 105e

| 105e: MODIFIERS TO VALUE | |
|--|--|
| Complications | No effect on fee unless admitted beforehand, then add 10% to fee |
| Regulated Cargo | Add 25% to fee |
| Contraband Cargo | Add 50% to fee |
| Illegality Cargo | Add 100% to fee |
| On-Time Bonus | Add 10-40% to fee (d4) |
| Speed is of the Essence | Add 10-40% to fee (d4) |
| Speed is Important | Add 10-20% to fee (d2) |
| Route is Determined | Add 10-20% to fee (d2) |
| Avoid Alliance Inspections | Add 10-40% to fee (d4) |
| Run Just for Show | Add 10% to fee |
| High Value Cargo/Passengers | Add 10-60% to fee (d6) |
| Low Value Cargo/Passengers | Subtract 10-60% from fee (d6) |
| Shipper Requires Bond/Insurance | Add %10 of Cargo Value as a Cost |
| Crew is known to be desperate | Subtract 10-40% from fee (d4) |
| Offerer dislikes Crew due to past events | Subtract 10-40% from fee (d4) |
| Shipper is desperate | Add 10-40% to fee (d4) |
| <i>Proceed to 106a</i> | |

| 106: WHO IS OFFERING THE JOB? | | |
|--------------------------------------|-----------------------------------|--|
| d% | Job Offerer | Description |
| 01-07 | Creator/Manufacturer of Goods | Avoiding the Middleman, originator of goods is setting up her own deal. |
| 08-14 | Professional Middleman | For a cut of the fees, helps connect jobs with freighters. |
| 15-20 | Importer/Exporter | Like Middleman but also has warehouses and will buy with plans to sell later. |
| 21-27 | Buyer Low on Funds | Someone who would normally buy this cargo has to sell it to raise cash. |
| 28-34 | Cargo Consolidator | Middleman specializing in pulling small cargoes together into one trip. |
| 35-40 | Speculator | Like Importer/Exporter but specializes in fads and high risk/profit goods. |
| 41-47 | Another Captain | With her ship grounded, she can't complete the job and must sub-contract it out. |
| 48-54 | Estate Liquidation | After the death of a rich person, their goods are being shipped home/to buyers. |
| 55-60 | Thieves | Having stolen the goods, they need to move them. Now! |
| 61-67 | Shipping Representative | Works for the transport captains on salary, find jobs for them. |
| 68-74 | Shipping Company | Organized concern handles setting up jobs, captains receive rates based on successful track record. |
| 75-80 | Corporation | Need to move some goods quietly or quickly or both. |
| 81-87 | Guild | Need to move some goods quietly or quickly or both. |
| 88-94 | Unidentified | Its better you don't know who they are. |
| 95-100 | Branch of the Alliance Government | The Alliance can't be everywhere so they hire out small shipments when Alliance transports aren't available. |
| <i>Proceed to 107a</i> | | |

YOU CAN USE TABLE 103C TO RANDOMLY GENERATE THE PATRON'S OCCUPATION

| 107a: REGION | | | |
|---|---------------|---|----------------------|
| d% | Region | Description | Reaver Threat |
| 01-10 | Core | Planet: Best medical facilities, civilized nightlife, gourmet foods | Low |
| 11-70 | Border | Planet: Launching point for settlers, Religions | Low |
| 71-00 | Rim | Planet: Parliament, Civil Service, Museums, Military | Low |
| <i>Proceed to Appropriate Suitable based on this result.</i> | | | |

| 107b: CORE PLANETS | | | |
|-------------------------------|----------------------|--|----------------------|
| d% | Planet / Moon | Description | Reaver Threat |
| 01-14 | Ariel | Planet: Best medical facilities, civilized nightlife, gourmet foods | Low |
| 15-28 | Bernadette | Planet: Launching point for settlers, Religions | Low |
| 29-43 | Londinum | Planet: Parliament, Civil Service, Museums, Military | Low |
| 44-56 | --- Al-hadra | Moon of Londinum: Military Training Camps, Academies | Low |
| 57-71 | Osiris | Planet: Courts, Corporations, Universities | Low |
| 72-86 | --- Muscovoy | Moon of Osiris: Wealthy Estates, Hunting Preserves, Splinter Religions | Low |
| 87-00 | Sihnon | Planet: Guilds, Bureaucracy, Religion, Silk | Low |
| <i>Proceed to 108a</i> | | | |

| 107c: BORDER PLANETS | | | |
|-------------------------------|----------------------|--|----------------------|
| d% | Planet / Moon | Description | Reaver Threat |
| 01-06 | Beaumonde | Planet: Heavy industry, Blue Sun, Pollution | Low |
| 07-12 | Bellerophon | Planet: Wealthy estates, arid deserts | Low |
| 13-18 | --- Pegasus | Moon of Bellerophon: Scrap processing facilities, noxious industries | Low |
| 19-24 | Boros | Planet: Prairie ranches, scrap yards | Low |
| 25-30 | --- Ares | Moon of Boros: Military shipyards | Low |
| 31-36 | Columbiana | Planet: Interdicted, Terraforming Incomplete | Low |
| 37-42 | Elsine | Planet: Once a rival to Hera, suffered crop-killing plague, still sick, few people | Low |
| 43-48 | Hera | Planet: Breadbasket for the 'Verse | Low |
| 49-54 | --- Cordoban | Moon of Hera: Desolate and arid, home to hermits and cults. | Low |
| 55-60 | Newhall | Planet: Recently terra-formed, ocean-covered, exports water | Low |
| 61-66 | Paquin | Planet: Carnivals and Sideshows | Low |
| 67-86 | Persephone | Planet: High population, mixture of cultures | Low |
| 87-92 | Santo | Planet: Low-class pleasures and attractions | Low |
| 93-00 | Verbena | Planet: Forests, not recovered from war | Low |
| <i>Proceed to 108a</i> | | | |

| 107d: RIM PLANETS | | | |
|--------------------------|----------------------|--|----------------------|
| d% | Planet / Moon | Description | Reaver Threat |
| 01-05 | Athens | Planet: Windy, marble exports, bombed-out cities | High |
| 06-10 | --- Hwai'han | First Moon of Athens: | High |
| 11-15 | --- Azel's Moon | Second Moon of Athens: Stormy, Toxic Mining | High |
| 16-20 | --- McCormick | Third Moon of Athens: | High |
| 21-25 | --- Whitefall | Fourth Moon of Athens: Paranoid Settlers | High |
| 26-30 | Beylix | Planet: Farming & Scrap yards | Low |
| 31-35 | Ezra | Planet: Farmers & Ranchers under a criminal thumb | Low |
| 36-40 | Greenleaf | Planet: Tropical forests, pharmaceuticals | Low |
| 41-45 | Higgin's Moon | Moon of ????: Mineral-rich clays | Low |
| 46-50 | Jiangyin | Planet: Backward cattle ranchers | Low |
| 51-55 | Lilac | Planet: Hot farming planet | High |
| 56-60 | --- Cimarron | Moon of Lilac: Grasslands, breed horses for racing and work. | High |
| 61-65 | Milo | Planet: Base agricultural exports | High |
| 66-70 | --- Haven | Moon of Milo: Independent Mining | Low |
| 71-75 | Miranda | Planet: Interdicted, Uninhabitable | High |
| 76-80 | New Herod | Planet: Sparsely populated, Ghosts, Precious Metal Banks, Artisans | Medium |
| 81-85 | Regina | Planet: Mining | Low |
| 86-90 | Shadow | Planet: Bombed out black rock | Low |
| 91-95 | Triumph | Moon of Heinlein Gas Giant: Simpler life, Amish-style settlers | Low |
| 96-00 | St. Albans | Planet: Coldest Planet in the 'Verse | Low |

Proceed to 108a

| 108a: TYPICAL LOCATIONS - CARGO | | |
|--|---------------------|----------------------------|
| d% | Location | Description |
| 01-12 | Warehouse | |
| 13-25 | Source | Factory, Farm, Ranch, etc. |
| 26-37 | Another Ship | |
| 38-50 | Orbital | |
| 51-62 | Orbiting Ship | |
| 63-75 | Company | |
| 76-87 | Government Building | |
| 88-100 | Unusual Location | Reroll on 109b and return |

Proceed to 109a

| 108b: UNUSUAL LOCATIONS - CARGO | | |
|--|--------------------|--------------------|
| d% | Location | Description |
| 01-20 | Residence | |
| 21-40 | Deserted Urban | |
| 41-60 | Deserted Rural | |
| 61-80 | Space Wreck | |
| 81-100 | Abandoned Facility | |

Proceed to 109a

| 108c: TYPICAL LOCATIONS - PASSENGERS | | |
|---|--------------------|---------------------------|
| d% | Location | Description |
| 01-12 | Docks/Spaceport | |
| 13-25 | Hotels | |
| 26-37 | Mass Transit Areas | |
| 38-50 | Orbital | |
| 51-62 | Another Ship | |
| 63-75 | Residence | |
| 76-87 | Farm/Ranch | |
| 88-100 | Unusual Location | Reroll on 109d and return |

Proceed to 109a

| 108d: UNUSUAL LOCATIONS - PASSENGERS | | |
|---|--------------------|--------------------|
| d% | Location | Description |
| 01-25 | Deserted Urban | |
| 26-50 | Deserted Rural | |
| 51-75 | Space Wreck | |
| 76-100 | Abandoned Facility | |

Proceed to 109a

| 109a: GENERAL COMPLICATIONS | | |
|------------------------------------|---------------------------------|--|
| d% | Type | Description |
| 01-09 | Reaver Territory | The required course passes through or near the latest estimates of Reaver territory. There is a risk of detection and chase. Capture would be a death sentence. |
| 10-18 | Natural Dangers | Spaceflight ain't always a bed of roses. Debris from some past battle/accident, asteroid storm, or even stranger things can damage the ship, threaten the crew, or delay travel. |
| 19-27 | Rivals after the Job | The cargo or passengers are being sought by another shipper, they may try all manner of ruses, trickery or worse to steal the job. |
| 28-36 | Recipient reneges | Buyer tries to take the goods without providing payment or verification, by ruse or gunpoint. |
| 37-45 | Mysterious Failures | Once the job begins, the ship begins to experience small but numerous failures of different systems. Its enough to make a weak person think the cargo is haunted... |
| 46-54 | You've Got a Fan! | A passenger falls in love with the ship and its crew. Helpful or useless, they lobby to be allowed to join the crew and live the romantic life of a free trader. Wonder if there is more to their eagerness? |
| 55-63 | Are You Ready for the Big Time? | A passenger turns out to be an employee of a large shipping corporation. They are always on the lookout for 'new talent', crews they can put on the payroll and grow with the company. They offer security/benefits while swearing their impact on the crew's independence will be minimal. Can they be trusted? Are they who they say they are? |
| 64-72 | Shadow Me, Shadow You | Once the job begins, the crew begins to think they are seeing shadows or being followed. Sensors hint at the chance of a ship trailing them just at the limits of sensor range. Who is so interested in them, and why now? |
| 73-81 | It's Just a Cold | Once the job begins, the crew begins to get sick, first sniffles and a cough, then getting drastically worse (fever, nausea, fainting, weakness). Is it in the cargo? Is someone softening them up? |
| 82-90 | Double Up! | Re-roll twice, ignoring this result to come up with two complications which intersect in some way. |
| 91-100 | Go to Specific Sub-chart | Based on Manufactured Goods, Organic Goods, Passengers |

| 109b: MANUFACTURED CARGO COMPLICATIONS | | |
|---|-------------------------|---|
| d% | Type | Description |
| 01-17 | Poor Quality | Samples of the cargo are inspected upon delivery and serious quality problems are discovered. Problems might be safety or life-threatening based on the nature of the cargo, but the recipient will not be pleased. |
| 18-34 | Difficult Cargo | The Cargo was not packed well either in its containers or within the ship. During any serious maneuver or just arrival at the destination will cause the cargo to fall over, break, spill out, etc. This should at least produce a mess and an upset recipient, but it might also ruin the value of the cargo (portion), depending on nature of cargo. Cargo takes twice as long to stow or move. |
| 45-51 | Subject of a trade war | The cargo in question is part of a trade war between rival guilds, merchants, or manufacturers. Ship will be confronted upon landing or when loading the cargo in the first place. Confrontations can be annoying, physical, or deadly. |
| 52-68 | Thieves after the Cargo | Thieves have their eye on the cargo and will try to steal it through trickery or behind a gun. |
| 69-85 | Cargo Stolen | The origin of the cargo is from theft. This may attract authorities tracking down the stolen cargo. The original owners might seek it on their own, especially if it's illegal in nature. |
| 86-100 | Trade Constricted | The Alliance is restricting trade and throwing up "roadblocks" to normal trade. This introduces delays, fines, and unwanted Alliance interest. |

| 109c: ORGANIC CARGO COMPLICATIONS | | |
|--|-------------------------|---|
| d% | Type | Description |
| 01-11 | Spoilage | A cargo with limited shelf-life has already begun to suffer from spoilage. This will not please the buyer. |
| 12-22 | Disease | Spores, contact, or consumption of the cargo passes on a disease to the crew. (The disease shouldn't be too exotic so that it obviously was brought by the cargo). |
| 23-33 | Pests | Infesting the cargo or at least coming along for the ride are pests: wasps, bugs, ants, roaches, spiders, etc. |
| 34-44 | Smell | The cargo emits a sickening smell (bitter, sweet, sour, rotted, etc.) that pervades the ship. |
| 45-55 | Mold Infestation | A fungus or mold comes with the cargo and gets into the ships systems: smell in the air recycling unit, problems in the electronics, eats into wiring, etc. |
| 56-66 | Difficult Cargo | The Cargo was not packed well either in its containers or within the ship. During any serious maneuver or just arrival at the destination will cause the cargo to fall over, break, spill out, etc. This should at least produce a mess and an upset recipient, but it might also ruin the value of the cargo (portion), depending on nature of cargo. Cargo takes twice as long to stow or move. |
| 67-77 | Thieves after the Cargo | Thieves have their eye on the cargo and will try to steal it through trickery or behind a gun. |
| 78-88 | Cargo Stolen | The origin of the cargo is from theft, this may attract authorities tracking down the stolen cargo; the original owners might seek it on their own, especially if its illegal in nature. |
| 89-100 | Trade Constricted | The Alliance is restricting trade and throwing up "roadblocks" to normal trade. This introduces delays, fines, and unwanted Alliance interest. |

| 109d: PASSENGER COMPLICATIONS | | |
|--------------------------------------|---------------------------------|--|
| d% | Type | Description |
| 01-08 | Gift Horse | Passengers bring money and ship benefits from their generosity buying food. |
| 09-16 | Time for Romance | Passenger is a potential romantic interest for one or more crew. Complications ensue. |
| 17-25 | Secrets don't stay Secret | Passenger brings an interesting piece of information pertaining to a character's outstanding back story. Secrets might be revealed or threatened. People hiding might be revealed. |
| 26-33 | What an Opportunity | Passenger brings an interesting piece of information pertaining to a potential job at a good price, with strings attached. |
| 34-41 | Gunning for them | Rivals after the passengers' business |
| 42-50 | Wacky Pet | Passenger brings along a pet that gets into everything (monkey?) |
| 51-58 | Last Minute Alterations | Passenger needs ship to change course mid-flight. Running, need to go somewhere dangerous, need to direct the ship to "friends" in wait, etc. |
| 59-66 | I think we're being followed | Passengers are being followed by folks who mean them harm. Followers will try to board as passengers too, or any way they have to. |
| 67-75 | Bad News | Passenger brings ill tidings about someone cared about by a crew member. |
| 76-83 | False Pretenses | Passenger(s) is using the ship as a getaway ship, unbeknownst to our heroes. They just robbed a bank. |
| 84-91 | Is that a Badge in your Pocket? | Passenger is an undercover Alliance inspector. He'll make quiet searches/inquiries and have interdictor agents waiting for them. |
| 92-100 | Call me Mr. Ripley | Passenger is a con-artist and plans to steal cargo or the ship. |

| 109e: OPEN-ENDED COMPLICATIONS | | |
|---------------------------------------|---------------------------------|--|
| d% | Type | Description |
| 01-20 | Mysterious Failures | Once the job begins, the ship begins to experience small but numerous failures of different systems. Its enough to make a weak person think the cargo is haunted... |
| 21-40 | You've Got a Fan! | A passenger falls in love with the ship and its crew. Helpful or useless, they lobby to be allowed to join the crew and live the romantic life of a free trader. Wonder if there is more to their eagerness? |
| 41-60 | Are You Ready for the Big Time? | A passenger turns out to be an employee of a large shipping corporation. They are always on the lookout for 'new talent', crews they can put on the payroll and grow with the company. They offer security/benefits while swearing their impact on the crew's independence will be minimal. Can they be trusted? Are they who they say they are? |
| 61-80 | Shadow Me, Shadow You | Once the job begins, the crew begins to think they are seeing shadows or being followed. Sensors hint at the chance of a ship trailing them just at the limits of sensor range. Who is so interested in them, and why now? |
| 81-100 | Go to Specific Sub-chart | Based on Manufactured Goods, Organic Goods, Passengers |

| 201: RANDOMIZED DISTANCES | | |
|----------------------------------|-----------------|--|
| d% | Distance | Description |
| 01-07 | Very Short | 1d6 hours - From planet to orbital to moon |
| 08-20 | Short | 2d10 hours - From planet to planet |
| 21-80 | Typical | 2d8 days - From planet to planet |
| 81-93 | Long | 2d6 weeks - From region to region |
| 94-100 | Very Long | 4d10 weeks - Across the 'Verse |