



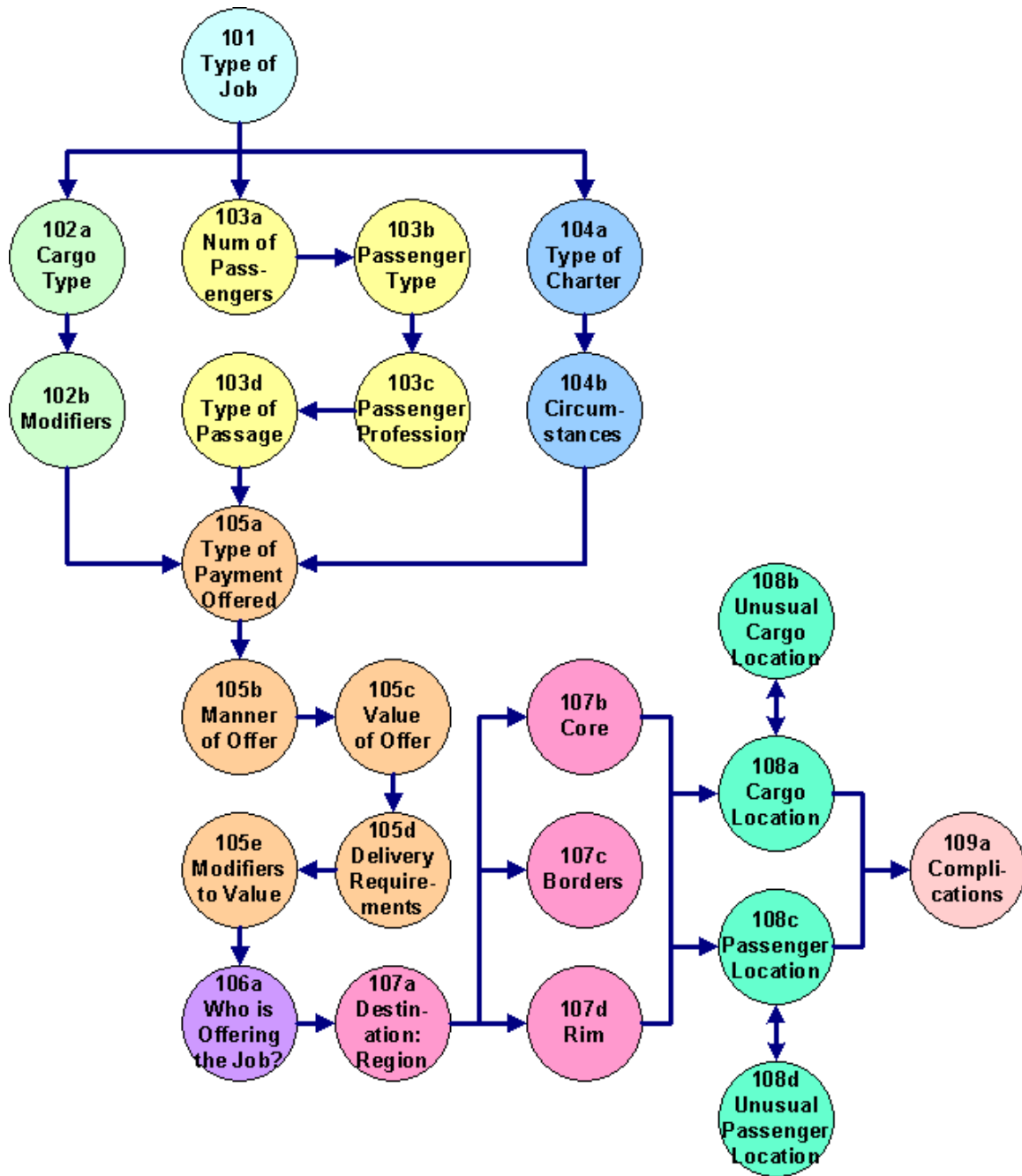
The Serenity Job Randomizer

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Dragonlaird Gaming
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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)
Proceed to 106a	

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.
Proceed to 107a		

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