

DIFFICULTY RATINGS

d4	Below average reasoning and mental capacities
d6	Average reasoning, logic, and awareness
d8	Better than average capacity for reason and comprehension
d10	Higher-level logic and quickness of thought
d12	Nearly inhuman levels of thought and capacity

SKILL RATINGS

d4	Untrained. You have no idea what you're doing, but you'll try anyway
d6	Competent. You've had sufficient training to get by
d8	Expert. Your talents are second nature to you
d10	Master. You're one of the best in your field
d12	Grandmaster. You've got a reputation as the best in the 'Verse

MENTAL

d4	Below average reasoning and mental capacities
d6	Average reasoning, logic, and awareness
d8	Better than average capacity for reason and comprehension
d10	Higher-level logic and quickness of thought
d12	Nearly inhuman levels of thought and capacity

PHYSICAL

d4	Sickly, barely alive by the strictest definition
d6	Strictly routine level of fitness, agility, and health
d8	Athletic levels of strength, speed, or endurance
d10	Potentially record-setting levels of physical prowess
d12	Record-setting levels of physical prowess

SOCIAL

d4	Embarrassing situations find you
d6	Nothing remarkable when it comes to interpersonal interaction
d8	Outgoing, expressive, or otherwise socially adept
d10	Highly magnetic, personable, or gifted with a forceful personality
d12	Shiny!

Random Engine Troubles

1d12	Noun	Is	Verb
1	Compression	Coil	Discharging
2	Magnetic	Throttle	Leaking
3	Electric	Gear	Grinding
4	Coolant	Turbine	Overheating
5	Resonant	Feeder	Shaking
6	Heat	Generator	Clogging
7	Fuel	Pressurizer	Radiating
8	Lubricant	Exchanger	Bending
9	Thermal	Catalyst	Shuddering
10	Gravitic	Actuator	Seiziing
11	Nuclear	Thrusters	Shifting
12	Quantum	Exhaust	Deviating

Random Hull Troubles

1d12	Noun	Is	Verb
1	Steel	Coupling	Bending
2	Composite	Pylon	Snapping
3	Airlock	Ring	Bulging
4	Engine	Fork	Cracking
5	Cargo	Bulkhead	Breaking
6	Jeffries	Mount	Sagging
7	Scarf	Casing	Oxidizing
8	Engine	Frame	Twisting
9	Port	Jacket	Tearing
10	Starboard	Rube	Fracturing
11	Fore	Plate	Splitting
12	Aft	Door	Ablating

Random Systems Trouble

1d12	Noun	Is	Verb
1	Oxygen	Exchanger	Leaking
2	Weapons	Computer	Sparking
3	Communcations	Lubricant	Fluctuating
4	Waste	Antenna	Crashing
5	Carbon	Dioxide	Spraying
6	Heat	Radiator	Deviating
7	Water	Purifier	Arcing
8	Sensor	Recycler	Scorching
9	Electrical	Relay	Hesitating
10	Gravity	Generator	Oscillating
11	Visual	Wires	Ghosting
12	Hydraulic	Tubes	Vibrating

EXAMPLE PART TABLE

PART	COMPLICATION	ASSET	RECOVERY ROLL
Compression Coil	Inner Ring Busted	Compression Calibration Kit	Mental + Fix
Magnetic Throttle	Throttle Stuck	Crowbar	Physical + Labor
Airlock Ring	Pressure Rising In The Airlock	Airlock Software Hack	Mental + Operate
Gravity Generator	Shipwide Gravity Fluctuations	Gravity Compensator Manual	Mental + Fix
Carbon Dioxide Eliminator	Clogged Filter	Vacuum Cleaner	Physical + Focus
Engine Pylon	Cracked Engine Pylon	Vacuum Certified Welder	Mental + Fix
Fuel Pressurizer	Cracked Cylinder	Stop-Up Goo	Mental + Fix
Main Computer	Sparking Motherboard	Circuit Diverter	Mental + Fix
Communications Array	Broken Antenna Mount	Duct Tape	Physical + Labor
Heat Exchanger	Steam Venting Into Kitchen	Oven Mitts	Physical + Labor
Cargo Bay Floor	Massive Amounts Of Cow Dung	Waste Disposal Team	Social + Influence
Water Purifier	Corroded Electrodes	Electrode Reset Fluid	Mental + Fix
Nav Computer	Lost In Space	Sextant	Mental + Focus
Fire Suppression System	Fire!	Open Airlock	Mental + Operate
Outer Hull	Hull Breach	Sealant Foam	Physical + Labor
Helm Controls	Fixed Heading	Helm Circuit Diagrams	Mental + Fix
Nuclear Turbine	Engines Pushed Beyond Limits	Remote Engine Adjuster	Mental + Fix

EXAMPLE ASSETS

Grenade?	Layer Cake Dress
Backup Pistol	Armor-Piercin' Bullets
Perfect Aim	Clear Line of Sight
Lucky Shot	Scary Lookin' Blade
High-Tech Rifle	Flash Grenade
Friendly Bartender	Medical Bag
Sturdy Barstool	Flipped Table
Boarded Windows	Water Pump
Sturdy Rope	Pile of Crates
Old Friend	Heard Good Things About You
Shameless Flattery	Let Me Buy You a Drink
Timely Distraction	Pickaxe Shovel
High-Powered Flashlight	Favorite Lighter
We're Too Pretty To Die	Bottle of Booze
Deputies Are a Bit Drunk	Well-Timed Grab
Plenty of Ammo	Sniper Scope
Higher Ground	Concealed Armor

EXAMPLE COMPLICATIONS

Gun Jammed	Been Shot	Knocked Silly	Wrong Descent Angle
Challenged to a Sword Duel	Severe Gut Wound	Uneven Balance	Broken Primary Buffer Panel
Out of Grenades	Minor Infection	Is Afraid of Heights	Shot with the Safety On
Misfired	Winded	Overheating Engines	Tailspin
Out of Ammo	Poisoned	Bent Thermal Catalyst	Gunshot Wound
Too Heavy to Use	Stabbed	Falling Behind	Broken Nose
Exposed Position	Broken Leg	Out of Gas	Not Sure I Trust Ya

Core World Names			
2d12	Male	Female	Surname
2	Winston	Kendall	Bates
3	Wilson	genevieve	Yeatman
4	Ward	Beatrice	Wynn
5	Warren	Yvonne	Wright
6	Thomas	Elizabeth	Woodruff
7	Spencer	Meredith	Barker
8	Sinclair	Jacqueline	Thornton
9	Montgomery	Lucille	Underwood
10	Phillip	Victoria	Tuttle
11	Howard	Arabella	Townsley
12	Mitchell	Camilla	Townshend
13	Nicholas	Cordelia	Stuart
14	Percy	Ophelia	Tate
15	Reginald	Augusta	Sutton
16	Francis	Octavia	King
17	Gregory	Belinda	Stanford
18	Nathaniel	Helena	Rutherford
19	Wuentin	Florence	Sexton
20	Atticus	Sophie	Richmond
21	Cuthbert	Rebecca	Quinn
22	Crispin	Carlotta	Pearson
23	Hugo	Phillipa	Powell
24	Conrad	Rowena	Andersen

Border: Red Sun Names			
2d12	Male	Female	Surname
2	Sherman	Chow	Sullivan
3	Russell	Chun	Skinner
4	Seymour	Fung	Richards
5	Ambrose	Hua	Puckett
6	Billy	Jun	Nicholson
7	Cole	Lee	Mucklebreed
8	Cassidy	Lian	Michaels
9	Clarence	Mei	McCoy
10	Elijah	Shun	McGee
11	Gus	Ting	McDonnell
12	Hank	Wen	Lewis
13	Jesse	Yan	Kaine
14	luke	Yu	Smith
15	Owen	Abigail	Brown
16	Sam	Ada	Lee
17	Travis	Charlotte	Wilson
18	Zeke	Daisy	Taylor
19	Bai	Ellie	Davis
20	Chang	Hannah	Lee
21	Chao	Hattie	Harris
22	Chen	Judith	Clark
23	Hai	Maybelle	Young
24	Han	Nelly	Adams

Border: Georgia System Names			
2d12	Male	Female	Surname
2	Earnest	Chastity	Oakley
3	Flix	Charity	Masterson
4	Lucky	Clemency	Starr
5	Clem	Mercy	Courtright
6	Mick	Temperance	Doolin
7	Sully	Constance	Pickett
8	Cal	Hope	Bart
9	Judd	Grace	Ketchum
10	Ned	Faith	Dalton
11	Theo	Honor	Ford
12	Charlie	Cornelia	Cody
13	Gus	Sissy	Canary
14	Jeb	Maggie	Madsen
15	Ray	Abby	Allison
16	Hal	Frankie	Younger
17	Nat	Poppy	Douglas
18	Ty	Penny	Holliday
19	Will	Tessie	Borne
20	Sam	Nellie	Horner
21	Kit	Tillie	McJunkin
22	Jack	Sadie	Clanton
23	Andy	Lulu	Ware
24	Chet	Aggie	Hardin

Rim: Blue Sun Names			
2d12	Male	Female	Surname
2	Mark	Patricia	Archer
3	Paul	Linda	Bond
4	Robert	Barbara	Cartwright
5	William	jennifer	Dyer
6	Donald	Susa	Fletcher
7	George	Margaret	Harper
8	Kenneth	Dorothy	Horner
9	Steven	Lisa	Knight
10	Brian	Nancy	Mason
11	Edward	Karen	Piper
12	joseph	Betty	Planter
13	Charles	Sandra	Porter
14	Richard	Donna	Potter
15	David	Carol	Sawyer
16	Christopher	Ruth	Seaman
17	Ronald	Sharon	Shoemaker
18	James	Michelle	Spencer
19	John	Laura	Skinner
20	Anthony	Kimberly	Tanner
21	Thomas	Deborah	Taylor
22	Michael	Hele	Thatcher
23	Jaosn	Ava	Wainwright
24	Tyler	Natalie	Weaver

Rim: Kalidaya System Names			
2d12	Male	Female	Surname
2	Hassan	Fatima	Vargas
3	Elias	Maryam	Dupont
4	Adolfo	Jada	Novak
5	Noel	Zahra	Garcia
6	Lucas	Iwalani	Nielsen
7	Viktor	Magda	Ivanov
8	Malik	Kirabo	Petrovavich
9	Davu	Sanaa	Singh
10	Marcus	Remika	Isa
11	Conley	Gisela	Karlsson
12	Juan	Lena	Antoniak
13	Bedros	Abiba	Hashimoto
14	Liam	Nomusa	Roux
15	Jayden	Gabrielle	Giovana
16	Emeka	Anya	Vander Meer
17	Wataru	Maria	Ndiaye
18	Cooper	Liliana	O'Sullivan
19	Lorenzo	Chloe	Schumacher
20	Noah	Tahlia	Kawaguchi
21	Ayo	Breena	Gallo
22	Mateo	Cyrah	Costa
23	Dunmei	Olga	Okoro
24	Isaiah	Else	DeWit

Old West Names			
2d12	Male	Female	Surname
2	Alva	Adeline	Archer
3	Anton	Agnes	Bailey
4	Billy	Annie	Carson
5	Cecil	Bess	Clay
6	Clayton	Beth	Dawson
7	Cleveland	Birdie	Edwards
8	Curtis	Cornelia	Fisher
9	Edmond	Dollie	Floyd
10	Eli	Edith	Gaines
11	Ellis	Electra	Galveston
12	Frank	Eliza	Hamilton
13	George	Flossie	Hays
14	Harley	Harriett	Howard
15	Hubert	Irene	Jefferson
16	Irving	Jane	King
17	Jesse	Lizzie	Lee
18	Ollie	Loretta	Montaghue
19	Robert	mary	Oldham
20	Rudolph	Myra	Polk
21	Thomas	Olga	Rains
22	Veronon	Rhoda	Shackelford
23	Wiley	Roxie	Upton
24	Wyatt	Sally	Winkler

Ship Names			
2d12	Describe	A Thing	All-In-One
2	Royal	Tooth	Jambalaya
3	Shiny	Delight	Ogre
4	Celestial	Catcher	Saffron
5	Jade	Rover	Mako
6	Rat	Clementine	Hammerhead
7	Darling	Bullet	Ai-Ai
8	Red	Cloud	Houston
9	Open	Tea	Lexington
10	Silver	Angel	Beaufort
11	Lone	Star	Xiu Xiu
12	Jasmine	Oak	Ophelia
13	Strong	Halo	Bao
14	Closed	Puff	Lassiter
15	Holy	Master	Rampart
16	Hot	Fish	Triplehorn
17	Fresh	Dumpling	Stratocaster
18	Lotus	Blade	Taniwha
19	Sapphire	Dream	Marauder
20	Rascal	Fist	Harbinger
21	Gold	Claw	Rocinante
22	Drunken	Dragon	Phenomenon
23	Iron	Gauntlet	Pacifist
24	Thunder	Swallow	Scimitar

Random Crew Names			
2d12	Describe	A Thing	Type
2	Magnificent	Coil	Outfit
3	White	Plunder	Bunch
4	Proud	Fire	Crew
5	Whispering	Bullet	Team
6	Fierce	Wind	Faction
7	Rapid	Ghost	Circle
8	Deafening	Rocket	Brothers/Sisters
9	Glamorous	Crow	Pack
10	Black	Arrow	Gang
11	Impossible	Ranger	Mob
12	Crooked	jewel	Company
13	Red	Snake	Horde
14	long	Snow	Troop
15	Shiny	Warrior	Posse
16	Blue	Mountain	Union
17	Jagged	Lady	Ring
18	Brave	Coyote	Group
19	Tricky	Dusk	Band
20	Silver	Star	Party
21	Vicious	Owl	Family
22	Clever	Coffin	Boys/Girls
23	Lethal	Moon	Collective
24	Hollow	Rum	Brigade

Random Chinese Names			
2d12	Male	Female	Surname
2	Bao	Ai	Gao
3	Bai	An	Gui
4	Biao	Bai	Hu
5	Cheng	Chun	Huang
6	Da	Fang	Jiang
7	De	He	Li
8	Fei	Hua	Lin
9	Gong	Jia	Liu
10	Hong	Jin	Ma
11	Jian	Lan	Pan
12	Lei	Li	Su
13	Li	Ling	Sun
14	Ming	Mei	Tang
15	Ping	Qi	Wang
16	Rong	Qiao	Wei
17	Qiang	Qin	Wu
18	Shen	Qing	Xie
19	Sheng	Wan	Yang
20	Tai	Xin	Yu
21	Tian	Xing	Zhang
22	Xiong	Xiu	Zhao
23	Yang	Yi	Zheng
24	Zihao	Yue	Zhou

RANDOM EPISODE/JOB TABLE (pg 150)				
1d12	PAYIN' CLIENT	PROBLEM TO SOLVE	A KIND OF HITCH	PRESSURE'S ON
1	The Crew	Recover an Object or Person	Client is Broke and Can't Pay the Crew	Running out of time
2	Legitimate Businessperson	Deliver an Object or Person	Must Travel to Reave Territory	Crew has a bad reputation that works against them
3	Soldier or Veteran	Repair an object or Treat a Person	Must Deal with the Crew's Enemy	Client has Psychological Issues
4	Corporate Stooage	Protect an Object or Person	Forced to Pick Between The Lesser of Two Evils	Running out of money
5	Clergy	Destroy an Object or Person	After the Job is Done, Client wants to Silence the Crew. Permanently.	The Government won't be of any assistance
6	Politician	Kill or Capture the Crew's Antagonist	Client is Setting up the Crew to take the Fall	The law won't help
7	Scholar or Scientist	Interrupt the Antagonist's Plans	Client is an Imposter	Fear of Reprisals
8	Resistance	Solve a Mystery	Client is using the job as a front to kidna/ kill one of the crew.	Knows onf of the crew
9	Ally	Explore Uncharted Territory	Job helps client, but hurst many innocents	No solid proof
10	Criminal	Embarrass or Frame a Target	To succeed, the crew has to betray an ally	Everybody involved is corrupt
11	Law Enforcement	Prove Innocence	To succeed, the crew has to sacrifice their loot	It's personal
12	Roll twice on this table, Ignorang 12s	Roll twice on this table, Ignorang 12s	Client has made a deal with a rival, ally or another crewmember	Roll twice on this table, Ignorang 12s

RANDOM ANTAGONIST TABLE (pg 153)+QQ54:CO105			
1d12	Role	Personality	Background
1	Old Flame from Crewmember's Past	Redeeming Feature	Family First
2	Sore loser from Crewmember's Past	Treacherous	In the Money
3	Legitimate Businessperson	Attractive	Hails from the Core
4	Bounty Hunter or Mercenary	Thoughtful	Hails from the Border
5	Noble or Influential Individual	Obsessive	Hails from the Rim
6	Salt-of-the-Earth Citizen	Cold	Checkered Past
7	Alliance Patriot	Angry	Former Soldier
8	Corporate Lackey	Sneaky	Influential
9	Black Ops Agent or Corporate Spy	Tough	Religious
10	Rival Crewmember	Righteous	Learned
11	Member of the Criminal Underground	Strange	Wanted
12	Law Enforcement	Loner	Physically Distinctive

RANDOM ANTAGONIST TABLE (pg 156)				
1d12	World	Specific Location(s)	Target (People)	Target (Object)
1	Planet in White Sun System	A Skyplex or Large Ship	Crewmember	Vehicle
2	Moon in White Sun System	Persephone's Eavesdown Docks	Crewmember's Ally or Family Member	Money
3	Planet in Red Sun System	Blackout Zone, Osiris	Crewmember's Rival or Enemy	Information
4	Moon in Red Sun System	Underwater	Crewmember's Love Interest	Antiquities
5	Planet in Georgia System	Companion House	High-Ranking Official	Technology
6	Moon in Georgia System	Unification War Battleground	Celebrity	People
7	Planet in Kalidasa System	Secret Location	Child or Children	Necessities
8	Moon in Kalidasa System	Wildlife Preserve	Hard Luck Case	Weapons
9	Planet in Blue Sun system	Volcano	Back from the Dead	Documents
10	Moon in Blue Sun System	Prison	Paragon	Parts
11	The Black	Factory or Smelter	Double Agent	Contraband
12	Asteroid Belt	Science Station	Victim	Roll twice on this table, ignoring 12s.

RANDOM EPISODE/JOB TABLE				
1d12	PAYIN' CLIENT	PROBLEM TO SOLVE	A KIND OF HITCH	PRESSURE'S ON
1	The Crew	Recover an Object or Person	Client is Broke and Can't Pay the Crew	Running out of time
2	Legitimate Businessperson	Deliver an Object or Person	Must Travel to Reave Territory	Crew has a bad reputation that works against them
3	Soldier or Veteran	Repair an object or Treat a Person	Must Deal with the Crew's Enemy	Client has Psychological Issues
4	Coroprate Stooage	Protect an Object or Person	Forced to Pick Between The Lesser of Two Evils	Running out of money
5	Clergy	Destroy an Object or Person	After the Job is Done, Client wants to Silence the Crew. Permanently.	The Government won't be of any assistance
6	Politician	Kill or Capture the Crew's Antagonist	Client is Setting up the Crew to take the Fall	The law won't help
7	Scholar or Sciencetist	Interrupt the Antagonist's Plans	Client is an Imposter	Fear of Reprisals
8	Resistance	Solve a Mystery	Client is using the job as a front to kidna/ kill one of the crew.	Knows onf of the crew
9	Ally	Explore Uncharted Territory	Job helps client, but hurst many innocents	No solid proof
10	Criminal	Embarrass or Frame a Target	To succeed, the crew has to betray an ally	Everybody involved is corrupt
11	Law Enforcement	Prove Innocence	To succeed, the crew has to sacrifice their loot	It's personal
12	Roll twice on this table, Ignorang 12s	Roll twice on this table, Ignorang 12s	Client has made a deal with a rival, ally or another crewmember	Roll twice on this table, Ignorang 12s

PAYIN' CLIENT	
The Crew	Sometimes the worst problems are the Crew's own problems.
Legitimate Businessperson	Either legitimate or not, a person who is looking to make money on the job.
Soldier or Veteran	A veteran of the Unification War—for either side—or a current member of the Alliance military.
Coroprate Stooage	An employee or contractor hired by one of the megacorporations of the 'Verse like the Blue Sun Corporation.
Clergy	A person of the cloth or a member of the great variety of religions found throughout the 'Verse—a Shepherd, Priestess, Monk, etc.
Politician	Someone who is a member of the Alliance or local government.
Scholar or Sciencetist	A person of learnin'. Could be a current or former employee of a corporation or a university, or someone strikin' out on their own.
Resistance	A former Browncoat, or someone who is currently actively resisting Alliance rule.
Ally	A friend or family member of one of the Crew.
Criminal	Someone who, rightly or wrongly, has found themselves in trouble with the Law. Also can include two-bit stooges or masterminds.
Law Enforcement	Someone who tries to uphold the law in whatever jurisdiction they're in.

PROBLEM TO SOLVE	
Recover an Object or Person	The client needs the Crew to get something or a person from someone or somewhere.
Deliver an Object or Person	The Crew's job is to get something or someone from somewhere to somewhere else—or to another person.
Repair an object or Treat a Person	Some critical thing needs fixin' or someone needs urgent medical, psychological, or spiritual care.
Protect an Object or Person	The client needs the Crew to guard something or someone for a certain period of time in one location, or in transit from one spot to another.
Destroy an Object or Person	Something or someone needs eliminatin'. Permanent like.
Kill or Capture the Crew's Antagonist	Sometimes folk need killin' or otherwise removed from society.
Interrupt the Antagonist's Plans	The Antagonist is gonna do something most unpleasant, and the Crew needs to put a stop to it.
Solve a Mystery	Somethin' ain't right and the Crew needs to figure out what's up. This could involve questions that are current or from way back.
Explore Uncharted Territory	The 'Verse is a big place with lots of nooks and crannies for secrets to be hidden and things to get a bead on.
Embarrass or Frame a Target	Someone is mighty powerful and killin' them will just cause more problems than it solves. So the Crew needs to frame or embarrass them in front of their peers.
Prove Innocence	The client has been bound by Law or imprisoned for somethin' they didn't do. The Crew needs to prove it.

A KIND OF HITCH	
Client is Broke and Can't Pay the Crew	Turns out the client don't have the cash that the Crew was promised. Do the Crewmembers still follow through?
Must Travel to Reave Territory	In order to complete the job, the Crew has to travel into Reaver territory. They may (or may not) be aware that Reavers exist.
Must Deal with the Crew's Enemy	An enemy from the Crew's past is involved in the job in some manner of fashion. Don't mean that they're at crossed purposes, but the enemy'll have to be dealt with.
Forced to Pick Between The Lesser of Two Evils	The Crew will have to make a choice...neither of which is good.
After the Job is Done, Client wants to Silence the Crew. Permanently.	The circumstances of the job need to be kept secret for some reason, and dead folk tell no tales.
Client is Setting up the Crew to take the Fall	The job is going to make some mighty powerful folk angry, and the client is going to make gorrarn sure the Crew takes the heat.
Client is an Imposter	Turns out the client's identity is a fake or what was revealed earlier turns out to be false. This fact, of course, is revealed at the most inopportune moment.
Client is using the job as a front to kidna/ kill one of the crew.	The trouble with a Crew is that they're mobile and tough to locate. So the client uses the job as bait to get the Crew into a known or familiar location.
Job helps client, but hurst many innocents	Whatever the job entails, it turns out that it hurts a lot of people who don't have anything to do with it. How's the Crew feel about that?
To succeed, the crew has to betray an ally	Is the Crew willing to burn bridges in order to complete a job?
To succeed, the crew has to sacrifice their loot	While performing the job, the Crew gets a bunch of loot they'll be able to keep. But if they do, they won't be able to finish what they've started.

PRESSURE'S ON	
Running out of time	The client is out of time. Whatever problem they have is rearing its ugly head at this moment and about to crash down on 'em.
Crew has a bad reputation that works against them	The Crew's rep has taken a hit and they need to fix it fast. Completing a job and getting paid will help!
Client has Psychological Issues	The client is worried that they'll lose out on an opportunity, or that someone is out to get them, or the client is obsessive.
Running out of money	The client is out of resources, to which many Crews can relate. The problem is about to bankrupt or break them.
The Government won't be of any assistance	The government could be the Alliance, or some backwater mayor, but it don't matter since they either can't or won't help the client.
The law won't help	Either the client has done something illegal, or the Law has been bought off by locals, higher-ups, or the Alliance.
Fear of Reprisals	The client is worried about their own safety, or the safety of their loved ones.
Knows onf of the crew	The client is an old friend, ally, or just knows one of the Crew from a friend of a friend.
No solid proof	Something's gone bad, but there's no proof, or the problem is so ridiculous nobody believes them. Either way it's not apparently serious enough to get the Law involved.
Everybody involved is corrupt	The whole gorrarn place stinks and nobody's clean.
It's personal	Somehow the problem directly affects one of the Crew, likely somethin' from their past.

SITUATION GENERATOR						
1d10	The Client	The Job	Why Turn to The Crew?	Who Else is Involved?	Things Don't Go Smooth	The Set
1	Business mogul	Courier	Illegal	The general populace	It's more illegal than you were told	Space station
2	Soldier, war veteran, or officer	Escort	Secret	A previous acquaintance	It's more dangerous than you were told	Ship
3	Official or politician	Retrieval	Highly profitable	Dupes or innocents	Someone doesn't want you to succeed	Bar, restaurant, casino, or gambling den
4	The authorities	Insertion	Feud	Organised crime	Someone wants to beat you to it	Apartment complex, hotel, flop-house, or brothel
5	Clergy or cultist	Elimination	Revenge	Politicians or community leaders	A shadow from the past	Scientific or medical facility
6	Guild	Investigation	Mysterious	Local authorities	It turns out to be counter to your morals	Office, factory, warehouse, or Guild house
7	Fixer or middleman	Trace	Righteous	Guild	Fate conspires against you	Military outpost, or prison
8	A town or community	Rescue	Personal	The Alliance	The client lied, or changes their mind	Temple, monastery, or religious site
9	An old friend or enemy, or relation	Protection	Favour	Reavers	It's a trap!	Small town, farm, or rural business
10	Roll twice on this table, ignoring any 10s	Roll twice on this table, ignoring any 10s	Roll twice on this table, ignoring any 10s	Roll twice on this table, ignoring any 10s	Roll twice on this table, ignoring any 10s, but if both come up 10 again, things actually run smooth	Roll again and use a deserted, derelict, or ruined version of that result (ignore further 10s)

The Client	
Business mogul	Some corporate type, maybe from the likes of Blue Sun or Iskellian Technology, or maybe something smaller scale
Soldier, war veteran, or officer	Maybe they fought in the Unification War, or maybe they joined up afterwards
Official or politician	They could be a small-scale local power such as a magistrate or mayor, or maybe they hold a higher political office in the Core
The authorities	Law enforcement of some description such as the local sheriff, or maybe the Alliance have a job "proposal".
Clergy or cultist	Or maybe its a more respected member of the clergy, such as a Shepherd.
Guild	Not only the Companions' Guild, but perhaps the client could be a member of the Traders' or Miners' Guilds.
Fixer or middleman	Sometimes people approach the Crew via a proxy. You may wish to roll again on the table to find the person whose interests the middleman represents
A town or community	A group of people with a common need. They may be settled, or perhaps they are a nomadic group.
An old friend or enemy, or relation	It may be someone known to the whole crew or just some of the crew.

The Job	
Courier	Pick up some goods from one place and transport them to another, possibly including purchasing/selling the goods at one or both ends
Escort	It's the Crews job to accompany the goods, persons, or ships to wherever they happen to go or wish to go, perhaps even acting as tour guide.
Retrieval	The client wishes an object to be collected from a specified location and brought back to them, which could include salvage from a derelict, or theft
Insertion	This could be setting up an agent with a cover story, putting a forgery in place before the original is noted to be missing, or maybe they wish surveillance equipment planted.
Elimination	Someone or something needs to be removed from play, either permanently, or at least for the duration of some particular event.
Investigation	The client wants information about a person, company, location, or event.
Trace	he client wishes the Crew to track down persons, items, or resources.
Rescue	Someone is in trouble and needs the Crew's help to extricate them from said mess.
Protection	Crew are employed as guards, security consultants, or minders.

Why Turn to The Crew?	
Illegal	For shady dealings, you need shady types so that the authorities don't get wind of the situation, either because they would put a stop to it, or they'd want a piece of the pie themselves.
Secret	The client just doesn't want the situation known to any more people than are necessary.
Highly profitable	The return on the job is going to be immense and the client is either looking to minimise the number of people requiring a cut
Feud	The client is involved in some way with something from a squabble to all-out war and can't (or won't) turn to their usual contacts for such matters as a result.
Revenge	Not quite the same as a feud as the other party might have no idea that they have even slighted the client, or are unaware of the scale of the animosity.
Mysterious	The client's motive for turning to the Crew is unclear, or perhaps the client is in the dark and needs the players to bring some illumination to a mysterious situation.
Righteous	It's the right thing to do, at least in the client's opinion. This often means it's either an unpopular task or difficult to find someone willing to carry out the job.
Personal	One or more of the Crew have a personal stake in the outcome of the job
Favour	The client is someone calling in an old debt or marker: you owe them, and payment's come due.

Who Else is Involved?	
The general populace	Somehow, the locals or people in general are going to wind up in the situation.
A previous acquaintance	A familiar face shows up, perhaps welcome, but more likely not.
Dupes or innocents	"Innocent" being a relative term; mostly folk you'd feel bad if they got hurt
Organised crime	They tend to have their hand in most activities that turn a profit and usually react with hostility to anyone grabbing a slice of the action for themselves.
Politicians or community leaders	They have power (at least locally) and sometimes have less scruples than the criminals, which proves a dangerous combination.
Local authorities	The local 'badge' or 'lawful' representative.
Guild	A Guild of some description is involved in some way; again, it could be the Companions' Guild, or one of the others
The Alliance	Not so much a problem if you're not a Browncoat, or a fan of free-thinking.
Reavers	"If they take the ship, they'll rape us to death, eat our flesh, and sew our skins into their clothing - and if we're very very lucky, they'll do it in that order."

Things Don't Go Smooth	
It's more illegal than you were told	Maybe you were told it wasn't illegal at all or maybe you were told a partial truth about the real situation
It's more dangerous than you were told	That simple package turns out to be explosives, or that routine salvage operation happens to be in the middle of Reaver territory.
Someone doesn't want you to succeed	Maybe it's personal and they just don't want you to succeed, or maybe it's more general in that they don't want anyone to manage what you're employed to do.
Someone wants to beat you to it	You have rivals on the job, either employed by a different client, or possibly even the same client making doubly sure of success.
A shadow from the past	Something from the back story of the Crew, either as a whole or for an individual, makes things much more complicated
It turns out to be counter to your morals	There's usually a line beyond which even the most hardened criminals won't cross, and it turns out this job easily crosses that line.
Fate conspires against you	Acts of God (or gods, or nature, if you prefer), or just random happenstance, such as a problem with the port compression coil.
The client lied, or changes their mind	Nothing about the job was what it seemed, or the client has second thoughts
It's a trap!	The whole thing was an attempt to get the Crew just where someone wanted them in order to kill, capture, or frame them.

The Set	
Space station	Could include bases on zero-atmosphere planets/moons or floating estates as well as the more commonly conceived stations in orbit or deep space
Ship	Another boat flyin' out in the Black, or maybe your own.
Bar, restaurant, casino, or gambling den	Good locations for illicit dealings with either a high or low class of criminal depending on the quality of the business.
Apartment complex, hotel, flop-house, or brothel	Places with lots of people around for the night, some temporary, some more permanent.
Scientific or medical facility	Includes hospitals, research labs, weapon developers...
Office, factory, warehouse, or Guild house	Places of business, generally with lots of employees.
Military outpost, or prison	Forts, bunkers, arms depots, jails; places particularly designed to prevent people from either getting in, getting out, or both.
Temple, monastery, or religious site	A place held in reverence by people, or a location for worship.
Small town, farm, or rural business	Places where a handful of people manage to eke out a living.