

WOUNDS						
D10	SEVERITY	BLUNT FORCE	BLEEDING	GUNSHOT	FIRE & EXPLOSIVES	GORE & MASSIVE
00	Flesh Wound	Knocked down.	Drop held item.	Grazed. Knocked down.	Hair burnt. 1d5 Stress.	Vomit. [-] next action.
01	Minor Injury	Winded. [-] until you catch your breath.	Lots of blood. Those Close gain 1 Stress.	<b>Bleeding +1.</b>	Awesome scar. +1 Minimum Stress.	Awesome scar. +1 Minimum Stress.
02		Sprained Ankle. Speed Checks at [-].	Blood in eyes. All rolls at [-] until clean.	Broken rib.	Singed. [-] on next action.	Digit mangled.
03		Concussion. [-] on mental tasks.	Laceration. <b>Bleeding +1.</b>	Fractured extremity.	Shrapnel/large burn.	Eyes gouged out.
04		Leg or foot broken. [-] on Speed Checks.	Major cut. <b>Bleeding +2.</b>	Internal bleeding. <b>Bleeding +2.</b>	Extensive burns. -1d10 Strength.	Ripped off flesh. -1d10 Strength.
05	Major Injury	Arm or hand broken. [-] manual tasks.	Fingers/toes severed. <b>Bleeding +3.</b>	Lodged bullet. Surgery required.	Major Burn. -2d10 Body Save.	Paralyzed waist down.
06		Snapped collarbone. [-] on Strength Checks.	Hand/foot severed. <b>Bleeding +4.</b>	Gunshot wound to the neck.	Skin grafts required. -2d10 Body Save.	Limb severed. <b>Bleeding +5.</b>
07	Lethal Injury (Death Save 1d10 rounds)	Back broken. [-] on all rolls.	Limb severed. <b>Bleeding +5.</b>	Major blood loss. <b>Bleeding +4.</b>	Limb on fire. 2d10 Damage per round.	Impaled. <b>Bleeding +6.</b>
08		Skull fracture. [-] on all rolls.	Major artery cut. <b>Bleeding +6.</b>	Sucking chest wound. <b>Bleeding +5.</b>	Body on fire. 3d10 Damage per round.	Guts spooled on floor. <b>Bleeding +7.</b>
09	Fatal Injury (Death Save)	Spine or neck broken. <b>Death Save.</b>	Throat slit or heart pierced. <b>Death Save.</b>	Headshot. <b>Death Save.</b>	Engulfed in fiery explosion. <b>Death Save.</b>	Head explodes. <b>No Death Save. You have died.</b>

MEDICAL TREATMENTS		
TREATMENT	COST	DESCRIPTION
Artificial Wellness Counselor	150cr	1 hour session (max 1 per week) restores 1 Sanity Save. 1% chance you gain a random Condition.
Cognitive Defragmentation	100kcr	24 hour surgical treatment removes 1 Condition. 1% chance of total amnesia. [-] on Intellect Checks, Sanity Saves, and Fear Saves for 4 weeks.
Deep Tissue Nanogel Massage	24kcr	1 hour session (max 1 per week) reduces Minimum Stress by 1. [-] on all actions for 24 hours.
Immersive Slicksim Therapy	1kcr	4 hour virtual treatment restores either 1d10 Combat or 1d10 Fear Save. 1% chance the character is stuck in the immersion for 1d10 days and loses 1d5 Sanity Save.
Medpod	6kcr	Week long treatment (spent in the pod) restores 1 Wound. Does not restore lost limbs/digits.
Pseudoflesh Injection	18kcr	8 hour surgical treatment. Restores either 2d10 Speed, 2d10 Strength, 2d10 Body Save, or all Wounds. At [-] on all rolls for 2 weeks, plus an additional 4 weeks of convalescent recovery required.
Psychosurgery	28kcr	8 hour surgical treatment restores either Intellect, Sanity Save, or Fear Save to their maximum, or reduces Minimum Stress to 2. At [-] on all rolls for 4 weeks.

ARMOR & COVER	
AP	DESCRIPTION
1	Standard Crew Attire, clothing.
3	Vaccsuit.
5	Hazard Suit. Insignificant Cover: Wood furniture, doors, body shields.
7	Standard Battle Dress.
10	Advanced Battle Dress. Light Cover: Trees, bulkhead, metal furniture.
20	Heavy Cover: Airlock doors, cement beams.

DEATH	
D10	RESULT
00	<b>You are unconscious.</b> Wake in 2d10 min. -1d5 Maximum Health.
01-02	<b>You are unconscious and dying.</b> Death in 1d5 rounds.
03-04	<b>You are comatose.</b> Only extreme measures can revive you.
05-09	<b>You have died.</b> Roll up a new character.

DAMAGE	
DMG	DESCRIPTION
1 DMG	Foam Gun, general wear and tear.
1d5 DMG	Crowbar, Flare Gun, Nail Gun, Scalpel, Stun Baton, Tranq Pistol.
1d10 DMG	Hand Welder, Revolver (+1), Rigging Gun (initial hit).
2d10 DMG	Boarding Axe, Flamethrower, Rigging Gun (when removed), SMG.
3d10 DMG	Frag Grenade, Pulse Rifle, Vibechete (AA).
4d10 DMG	Combat Shotgun, GPMG, Smart Rifle (AA).
1d100 DMG	Laser Cutter.
1 Wound	Powerful explosives, falling, and other deadly attacks. Ignores and destroys armor.

TACTICAL CONSIDERATIONS	
D100	SITUATION
00-07	<b>HIGH GROUND:</b> One side is located higher above the other.
08-15	<b>KINETIC POTENTIAL:</b> Explosive objects or terrain.
16-23	<b>BREACH:</b> One side is entrenched in an easily defensible position.
24-31	<b>TAKE &amp; HOLD:</b> Capture and defend an objective.
32-40	<b>ESCALATION RISK:</b> The longer it takes, the worse it gets.
41-49	<b>AMBUSH:</b> If one side is surprised, the encounter ends quickly.
50-56	<b>STEALTH MISSION:</b> Don't get noticed by the enemy.
57-65	<b>COLLATERAL DAMAGE:</b> Innocent victims in the area.
66-75	<b>DANGER ZONE:</b> Environment is dangerous, potentially lethally.
76-85	<b>KEY OBJECTIVE:</b> It ends as soon as the objective is achieved.
86-94	<b>PURSUIT &amp; EVADE:</b> Stop the enemy from reaching a location.
95-99	<b>RULES OF ENGAGEMENT:</b> One side must be non-lethal.

SURVIVAL
<b>Atmosphere (Toxic):</b> 1d10 DMG / round. Body Save for half. Ignore if wearing a rebreather, or personal oxygen supply.
<b>Atmosphere (Corrosive):</b> 1 DMG / round (mild) to 10 DMG / round (extreme). Ignore if wearing sufficient Armor.
<b>Bleeding:</b> DMG / round until Bleeding stopped. Ignores AP and DR.
<b>Cryosickness:</b> [-] for 1 week after cryosleep. Cured with Stimpak.
<b>Exhaustion:</b> Body Save every hour after 12 hrs without rest or you take 1 DMG and 1 Stress. After 24 hrs of exhaustion, [-] until you rest for 8 hrs.
<b>Food &amp; Water:</b> After 24 hrs without food, [-]. When water is scarce, [-]. You can survive for 3 weeks without food, 3 days without water.
<b>Oxygen:</b> 15 sec without O2 before fall unconscious. After unconscious, you can survive 1d5 min before dying.
<b>Radiation (Level 1 - Trace):</b> Normal everyday radiation, cosmic rays. No damage. Possible long-term side effects.
<b>Radiation (Level 2 - Acute):</b> Unshielded reactors/Warp Cores. Reduce all Stats and Saves by 1 every round.
<b>Radiation (Level 3 - Lethal):</b> Atomic weapons, handling Warp Cores. Every round: Body Save or lethal dose (death in 1d5 days).
<b>Stimpak Overdose:</b> Roll 1d10. If you roll less than the number of Stimpaks you've taken in the past 24 hrs, make a Death Save.

RANGE		
RANGE	DISTANCE	REFERENCE
ADJACENT	Less than 1m/3 ft.	It can touch you.
CLOSE RANGE	~5-10m/15-30 ft.	It can get to you.
LONG RANGE	~11-100m/31-300 ft.	You can shoot it.
EXTREME RANGE	~101m+/300+ ft.	You can hear them scream.

PANIC	
D20	PANIC EFFECT
01	<b>ADRENALINE RUSH.</b> [+] for 2d10 min. -1d5 Stress.
02	<b>NERVOUS.</b> +1 Stress.
03	<b>JUMPY.</b> +1 Stress. All Close crewmembers: +2 Stress.
04	<b>OVERWHELMED.</b> [-] for 1d10 min. +1 Minimum Stress.
05	<b>COWARD (Condition):</b> Fear Save to engage in violence or flee.
06	<b>FRIGHTENED (Condition):</b> Fear Save [-] or gain 1d5 Stress when encountering your fear.
07	<b>NIGHTMARES (Condition):</b> [-] on Rest Saves.
08	<b>LOSS OF CONFIDENCE (Condition):</b> Lose one Skill's bonus.
09	<b>DEFLATED (Condition):</b> +1 Stress when Close ally fails a Save.
10	<b>DOOMED (Condition):</b> Critical Successes are Critical Failures.
11	<b>SUSPICIOUS.</b> For the next week, make a Fear Save whenever someone joins/re-joins your group (even if they just left).
12	<b>HAUNTED (Condition):</b> Something starts visiting you at night. In your dreams. Out of the corner of your eye. And soon it will start making demands.
13	<b>DEATH WISH.</b> For 24 hours, whenever you encounter a stranger or known enemy, make a Sanity Save or immediately attack.
14	<b>PROPHETIC VISION.</b> Intense hallucinations or visions of an impending terror or horrific event. +2 Stress.
15	<b>CATATONIC.</b> Become unresponsive and unmoving for 2d10 minutes. -1d10 Stress.
16	<b>RAGE.</b> [+] on all Damage rolls for the next 1d10 hours. All crewmembers gain 1 Stress.
17	<b>SPIRALING (Condition):</b> Panic Checks at [-].
18	<b>COMPOUNDING PROBLEMS.</b> Roll twice. +1 Minimum Stress.
19	<b>HEART ATTACK/SHORT CIRCUIT (ANDROIDS).</b> -1 Maximum Wounds. [-] for 1d10 hours. +1 Minimum Stress.
20	<b>RETIRE.</b> Roll up a new character to play.

STATS & SAVES	
STAT/SAVE	WHEN TO USE
<b>SANITY SAVE</b>	Rationalization, order from chaos.
<b>FEAR SAVE</b>	Level-headedness, emotional reactions.
<b>BODY SAVE</b>	Resist hunger, disease, foreign organisms.
<b>STRENGTH</b>	Lifting, carrying, holding, pushing, pulling, jumping.
<b>SPEED</b>	Running, working quickly, reaction time, dodging.
<b>INTELLECT</b>	Recalling your training and experience under duress.
<b>COMBAT</b>	Fighting for your life.

PANIC CHECKS
Critical fails on Stat Checks or Saves. Watching other crewmembers die. When more than 1 crewmember Panics at the same time. Ship Critical Fails (everyone on board makes a Panic Check). Encountering strange/horrifying entities for the first time. When all hope is lost and death feels certain. Whenever the player wants.

FAILURE
<b>ACTION SUCCEEDS, BUT COSTS MORE TIME/RESOURCES.</b>
<b>ACTION SUCCEEDS, BUT CAUSES HARM.</b>
<b>ACTION SUCCEEDS, BUT LEAVES THE PLAYER AT A TACTICAL DISADVANTAGE.</b>
<b>ACTION FAILS AND THE SITUATION GETS MUCH WORSE.</b>

QUICK STATS		
STAT	VALUE	DESCRIPTION
<b>WOUNDS</b>	1	Small animals, weak people.
	2	Average human.
	3	Tough, veteran, normal horror.
	4+	Large creature, apex predator.
<b>HEALTH</b>	(1)	Average human. Weak creature.
	(2-10)	Guards, animals, tough person.
	(11-20)	Very strong person, normal horror.
	(21+)	Hard to kill creature.
<b>COMBAT</b>	00-30	Average human.
	31-60	Combat trained.
	61+	Killing machine.
<b>INSTINCT</b>	00-30	Average human.
	31-60	Crafty, thinking being.
	61+	Highly intelligent.
<b>ARMOR POINTS</b>	0	Unarmored.
	1-3	Basic clothing, thick fur/skin.
	4-7	Plating/shell/basic armor.
	8-10	Hard plating/heavy armor.
	11+	Weaponry required.

LEADS	
EVIDENCE	EXAMPLES
<b>DOCUMENTARY</b>	Personal notes, messages, journals, deckplans, maps, astronavigation data, corporate memos, blueprints, scientific research, security footage, financial records, redacted reports, correspondence.
<b>PHYSICAL</b>	Blood samples, fingerprints, footprints, trails, broken machinery, archaeological finds, geological data, crashed spacecraft, ruins, crime scenes, forensic evidence, living organisms, contained samples.
<b>TESTIMONIAL</b>	Recorded interviews, eye witness testimony, rumors, descriptions, interrogation, hearsay, personal logs. Remember: eye witness testimony is highly unreliable and interview subjects can be deceptive or uncooperative.

PUZZLE COMPONENTS		
D100	TYPE	DESCRIPTION
00-04	<b>ALARM</b>	If solved incorrectly sets off an alarm, alerting nearby enemies.
05-09	<b>CONNECT THE DOTS</b>	Connect a series of "dots" using some kind of item (e.g. wires, light, water, blood, etc.).
10-13	<b>CONSTRUCTION</b>	Construct an item using pieces that they are given, or must find or provide.
14-17	<b>DILEMMA</b>	Choose between the lesser of two evils or the greater of two goods.
18-21	<b>EGG CARRY</b>	Safely deliver a delicate or vulnerable item or organism (e.g., the "egg") to a certain location.
22-25	<b>FIND THE CLUE</b>	Search for one or more objects (which then lead to more Questions, Puzzles, or Answers).
26-29	<b>GUARDIAN</b>	Defeat, appease, or otherwise bypass a guardian who denies access to a location or item.
30-34	<b>HAZARDOUS PATH</b>	Route is blocked by danger which must be avoided, circumnavigated, or defeated to continue.
35-38	<b>ILLUSION</b>	Contains an element that appears to be one thing but is actually another.
39-42	<b>LABYRINTH</b>	Forces players to navigate a maze or complicated path.
43-47	<b>LOCK &amp; KEY</b>	Collect an item (the key) and use it on the lock in order to gain access to the lock's contents.
48-51	<b>MISSING PART</b>	Locate a missing item in order for the puzzle to work properly.
52-56	<b>MUNDANE OBSTACLE</b>	A real-world problem (e.g. a broken elevator, a collapsed pylon, etc.).
57-60	<b>OUTSIDE-THE-BOX</b>	No obvious solution, so players must bring outside resources to bear in order to solve it.
61-64	<b>PATTERN RECOGNITION</b>	Requires the players to notice repeated symbols or other repeated information.
65-69	<b>REMOTE SWITCH</b>	Activate a switch in another location to bypass the obstacle in their current location.
70-73	<b>RIDDLE</b>	Requires recitation of a coded phrase or password.
74-78	<b>RISING TIDE</b>	Danger which escalates naturally, forcing the players to solve it quickly or be harmed.
79-82	<b>SACRIFICE</b>	Requires the players to sacrifice something of great value to them in order to solve it.
83-86	<b>SEQUENCE</b>	Complete a certain number of steps in a specific order to solve the puzzle.
87-90	<b>TEAMWORK</b>	Multiple players must do something at the same time in order to solve the puzzle.
91-93	<b>TIMELOCK</b>	Solve the puzzle in a certain amount of time or fail (or otherwise re-start their attempt).
94-96	<b>TRAP</b>	The puzzle punishes players for failed attempts to solve it.
97-99	<b>TRIAL AND ERROR</b>	Players must experiment with several ingredients (e.g., switches, chemicals, etc.) to solve the puzzle.

MEGADAMAGE	
MDMG	EFFECT
00	<b>ALL SYSTEMS NORMAL.</b> 5x5. Ready to ride.
01	<b>EMERGENCY FUEL LEAK.</b> Every time you spend fuel, you spend 1 more.
02	<b>WEAPONS OFFLINE.</b> Cannot make Weapons Checks.
03	<b>NAVIGATION OFFLINE.</b> Cannot make Thruster Checks. 10% chance all navigation data wiped.
04	<b>FIRE ON DECK.</b> Fire spreads throughout the ship, creating a toxic atmosphere (due to smoke inhalation) and a highly corrosive atmosphere (10 DMG/round) for locations on fire (see <b>Toxic &amp; Corrosive Atmospheres, Player's Survival Guide pg. 32.1</b> for details).
05	<b>HULL BREACH.</b> All aboard make a Body Save or take 1 Wound (Explosion). On a critical fail, get violently sucked into space.
06	<b>LIFE SUPPORT SYSTEMS OFFLINE.</b> Oxygen limited to 1d10 multiplied by the maximum crew capacity (see <b>Oxygen, Player's Survival Guide pg. 33.1</b> for details).
07	<b>RADIATION LEAK.</b> Radiation level increases every 2d10 min.
08	<b>DEAD IN THE WATER.</b> All systems offline, emergency power.
09+	<b>ABANDON SHIP!</b> Ship is destroyed in 1d10 minutes.

SHIP RANGE & DISTANCE			
	CONTACT	FIRING	DETECTION
<b>EVASION ATTEMPT</b>	3 Fuel.	2 Fuel.	1 Fuel.
<b>HAILING LATENCY</b>	None.	Seconds.	Minutes to hours.
<b>SCANNERS SHOW</b>	Damage, lifeform presence, visual.	Transponder, class, and weapons.	Vessel's size, location, and trajectory.
<b>SHIP COMBAT</b>	Boarding.	All weapons.	Railgun only.
<b>TRAVEL DISTANCE</b>	Planet to close orbit.	Planet to moon, station, asteroid field.	Planet to distant planet.
<b>TRAVEL TIME</b>	Minutes.	Hours to days.	Weeks to months.

SHIP COMBAT PROCEDURE	
PHASE	WHAT HAPPENS
<b>MOVEMENT</b>	Ships Evade, Pursue, or Maintain Course. Bid Fuel. Winner gets [+] on Thrusters Check, winner makes progress.
<b>ATTACK</b>	All ships within Firing Range make a Weapons Check: Critical Failure: +2 MDMG, Failure: +1 MDMG, Success: Deal MDMG, Critical Success: x2 MDMG.
<b>MORALE</b>	If enemies roll 1d10 under their MDMG: negotiate surrender.
<b>AFTER BATTLE REPORT</b>	If ship took MDMG, Systems Check. Failure: Maintenance Table.

SHIP STATS	
<b>THRUSTERS</b>	Safely maneuvering and accelerating in space. Similar to a character's Speed Stat.
<b>BATTLE</b>	Targeting and attacking other spacecraft in ship-to-ship combat. Similar to a character's Combat Stat.
<b>SYSTEMS</b>	A catchall stat, like Instinct, which governs your ship's sensors, computers, maintenance, and other subsystems.

FUEL COSTS			
FUEL TYPE	COST	FUEL TYPE	COST
Class-I Fuel	1kcr	Class-V Fuel	100kcr
Class-II Fuel	2kcr	Warp Core	1mcr
Class-III Fuel	5kcr	Run Thrusters	1 Fuel/mo.
Class-IV Fuel	50kcr	Hyperspace Jump	1 Warp Core

DISTRESS SIGNALS	
D10	RESPONSE TIME
00	<b>2D10 WEEKS.</b> One of the lucky ones.
01-02	<b>2D10 MONTHS.</b> Note to self: Remember to review Company policy on backpay in the event of a cryo-emergency.
03-04	<b>2D10 YEARS.</b> Body Save or -1d5 to all Stats and Saves.
05	<b>2D10 DECADES.</b> Body Save [-] or -1d10 to all Stats and Saves.
06-09	<b>NEVER.</b> The ship floats endlessly in space.

BANKRUPTCY	
SAVE	CONSEQUENCE
<b>CRITICAL SUCCESS</b>	You eke out a small profit. Choose one: Purchase 1 Major Upgrade for the ship. Repair 1d5 Major Repairs. Pay each crewmember 1d5x100kcr. Raise your Bankruptcy Save by 1d10.
<b>SUCCESS</b>	You scrape by. Choose one: Purchase 1 Minor Upgrade for the ship. Purchase 1 Minor Repair for the ship. Pay each crewmember 2d10 months of Salary. Raise your Bankruptcy Save by 1d5.
<b>FAILURE</b>	You are 1d10mcr in debt to ruthless lenders.
<b>CRITICAL FAILURE</b>	The company goes bankrupt and owes a massive debt to the worst people imaginable.

SHIP CLASS		
CLASS	DESCRIPTION	EXAMPLE
0	Small vessels.	Shuttles, fighters, dropships.
I	Light commercial.	Raider, executive transport.
II	Medium commercial.	Freighter, Patrol Craft.
III	Heavy commercial	Salvage Cutter, Jumphliner.
IV	Light military.	Corvette.
V	Medium military.	Exploration vessel, troopship.

SPACE TRAVEL COSTS	
LANDING	COST
Shuttle Passenger Seating	250cr
Cargo Space	+1kcr
INTERPLANETARY TRAVEL	
	COST
<b>J0C-0 Passenger Liner</b> Steerage Deck (cryopod only)	1kcr
Second Class (public bunking, cryopod)	2.5kcr
First Class (private cabin, cryopod)	10kcr
Cargo Space	+5kcr
Hangar Space	+250kcr
To distant planet	x2
To edge of system	x4
INTERSTELLAR TRAVEL	
	COST
<b>J1C-III Jumphliner</b> Steerage Deck (cryopod only)	2kcr
Second Class (private cabin, cryopod)	5kcr
First Class (private suite, cryopod)	20kcr
Cargo Space	+20kcr
Hangar Space	+500kcr
Jump-2 Ticket	+10kcr
Jump-3 Ticket	+30kcr

PORTS			
D10	CLASS	SHORE LEAVE	STRESS CONVERTED
00	<b>X-Class.</b> Criminals, pirates.	1d100x10kcr	2d10 [+]
01-05	<b>C-Class.</b> Remote outposts.	2d10x100cr	1d5
06-07	<b>B-Class.</b> Industrial shipyards, marine bases.	2d10x1kcr	1d10
08	<b>A-Class.</b> Metropolises, trade centers, major hubs.	2d10x10kcr	2d10
09	<b>S-Class.</b> Luxury resorts, restricted corpo-worlds.	2d10x100kcr	All

REPAIRS AND MAINTENANCE	
ITEM	DESCRIPTION
<b>STARTING CONDITION</b>	1d5+1 Repairs from Maintenance Issue Table.
<b>ROUTINE MAINTENANCE</b>	Annual Systems Check. Failure: Roll on Maintenance Issue Table.
<b>MINOR REPAIRS</b>	2d10 days to repair. Can be done in flight.
<b>MAJOR REPAIRS</b>	Can take months to a year. Must be done in Port. Each point of Hull or MDMG is a separate Major Repair.
<b>UPGRADES</b>	Must be installed in X, B, or A-Class Port.

PLANETS				
D10	SURFACE	SIZE/GRAVITY	ATMOSPHERE	CLIMATE
00	Liquid	Giant (Crushing Gravity)	Corrosive	Hellish
01	Liquid	Giant (Crushing Gravity)	Corrosive	Hot
02	Liquid	Mini-Giant (Heavy Gravity)	Toxic	Hot
03	Terrestrial	Mini-Giant (Heavy Gravity)	Toxic	Balmy
04	Terrestrial	Mini-Giant (Heavy Gravity)	Thin	Temperate
05	Terrestrial	Earth-Sized Planet (Normal Gravity)	Thin	Heavenly
06	Terrestrial	Earth-Sized Planet (Normal Gravity)	Terraformed	Rainy
07	Terrestrial	Dwarf Planet (Light Gravity)	Terraformed	Turbulent
08	Gas	Dwarf Planet (Light Gravity)	Terraformed	Cold
09	Gas	Dwarf Planet (Light Gravity)	Pristine	Freezing

POPULATION	
D10	NUMBER OF PEOPLE
00	A single person.
01-02	A small handful of people.
03-04	A few dozen people.
05-06	Roughly a hundred people.
07	A few hundred people.
08	Roughly a thousand people.
09	Overpopulated.

CONTROL FACTION	
D10	FACTION
00	Religious Group
01-05	Corporation
06-07	Government
08	Union
09	Criminal Organization

SETTLEMENT LOCALE	
D100	GEOLOGICAL FEATURE
00-04	<b>CATENA</b> (crater chain)
05-08	<b>CHAOS</b> (broken terrain)
09-12	<b>COLLIS</b> (small hill)
13-16	<b>CRATER</b> (impact valley)
17-20	<b>DORSUM</b> (ridge)
21-24	<b>ERUPTIVE CENTER</b> (volcano)
25-28	<b>FOSSA</b> (trough)
29-32	<b>LABES</b> (landslide)
33-35	<b>LABYRINTHUS</b> (complex of intersecting valleys/ridges)
36-39	<b>LACUS</b> ("lake" or small plain)
40-43	<b>LANDING SITE</b>
44-47	<b>MARE</b> ("sea" on a moon)
48-51	<b>MENSA</b> (mesa)
52-56	<b>MONS</b> (mountain)
57-60	<b>MONTES</b> (mountain range)
61-65	<b>PATERA</b> (irregular crater)
66-69	<b>PLANITIA</b> (low plain)
70-73	<b>PLANUM</b> (high plain/plateau)
74-77	<b>RUPES</b> (cliff/scarp)
78-81	<b>RIMA</b> (fissure)
82-85	<b>SAXUM</b> (boulder)
86-89	<b>TERRA</b> (extensive land mass)
90-94	<b>THOLUS</b> (small mountain)
95-99	<b>UNDAE</b> (field of dunes)

CONTRACT WORK	
D10	DEPARTMENT
00-01	<b>PRODUCTION &amp; MANUFACTURE:</b> Asteroid mining, derelict salvage and scrap, strikebreaking, terraformer installation, and android troubleshooting.
02-03	<b>SHIPPING &amp; HANDLING:</b> Freight, VIP escort, scrap hauling, prisoner transport, sensitive materials handling, passenger transport, and contraband smuggling.
04-05	<b>RESEARCH &amp; DEVELOPMENT:</b> Sample and specimen collection, planetary survey, field testing, competitor sabotage, containment breach, archaeological dig, and corporate espionage.
06-07	<b>RISK MANAGEMENT:</b> Sweep & clear, liquidation, asset protection, quarantine enforcement, bounty hunting, distress signal response, and system patrol.
08	<b>HUMAN RESOURCES:</b> Missing persons, suspicious death, communication breakdown, troubleshooting, AI negotiation, and settlement evacuation.
09	<b>MERGERS &amp; ACQUISITIONS:</b> Asset recovery, salvage retention, personnel recruitment, first contact protocol, repossession, and piracy.

PRICE TIERS	
RANGE	NOTABLE ITEMS
1cr's	Cheap meals.
10cr's	Cheap equipment. Standard ammunition, meals.
100cr's	Cheap contractors, weapons. Standard drugs, equipment.
1kcr's	Cheap medical treatment, ship fuel. Standard armor, contractors, weapons, space travel. Premium drugs, equipment.
10kcr's	Standard cybermods/slickware, medical treatment, skill training. Premium armor, contractors, space travel, weapons.
100kcr's	Standard commercial mechs, organic animals, ship upgrades. Premium medical treatment, ship fuel.
1mcr's	Cheap retirement. Standard chartered vessels, armored vehicles.
10mcr's	Cheap spacecraft. Premium ship upgrades.
100mcr's	Standard spacecraft. Premium retirement.
1bcr's	Cheap space stations. Premium spacecraft.
1tr	Standard space stations.

CONTRACTORS	
SALARY	OCCUPATION
0kcr-1kcr	Desperate people, criminals, Chaplain, Void Urchins.
1kcr-3kcr	Blue Collar Workers: Asteroid Miner, Bodyguard, Marine (Grunts), Pioneers, Teamsters
3kcr-6kcr	Corporate White Collar, Androids, Pilots, Scientists, Survival Guides, Therapists, Marine (Officers).
6kcr-12kcr	Professionals, Ship Captains, Doctors, Engineers.
12kcr-24kcr	Top-of-the-line professional specialists, Corporate Fixers, Surgeons.
<b>Beyond these bands are special case contractors.</b>	

PAY	
<b>SALARY</b>	500cr/month for every Trained Skill.
	1,000cr/month for every Expert Skill.
	2,000cr/month for every Master Skill.
<b>HAZARD PAY</b>	1x total pay: Normal job (no Hazard Pay).
	2-3x total pay: Dangerous work.
	4x total pay: Deadly work.
<b>JUMP PAY</b>	5x total pay: Suicide mission.
	1,000cr bonus for each Jump through hyperspace.