

Stars Without Number – Spike Drill Random Events

This random even table is meant for spicing up spike drills in Stars Without Number Revised. It was made for solo play, but it could be used for regular group play. The table has references to SWN rules and lore, so it might take some effort to convert it to other systems. The expectation is that the ship has one or more PC's and some NPC crew, with the intermittent passenger tagging along for a ride. Some of the results have rules while others are just ideas for inspiration.

Use the result in a way that makes the most sense, if the result is an argument between two people but it does not seem natural with the people aboard the ship, you can ignore it or take another result. Usually simply looking at the result above or below is enough to get something you can work with. If it does not interest you, then using the result as merely an inspiration for something interesting is better than using it as it is.

While I wrote some of these myself, many of the results are taken from conversations about random space events that people in SWN and Traveller communities have had over the years. This is merely my combination of them into one table, with edits to make them fit SWN and the tone of each other, along with some new additions. Therefore, thanks to the creators of these games and their communities.

d100	Entry
1	Your trip is smooth and uneventful, you arrive at your destination as if you had spike drive of 1 level higher.
2	Someone snuck a bottle of alcohol aboard, or there perhaps there are no rules prohibiting bringing alcohol on the ship. One or more of the crew is drunk, and they are annoying another person aboard. Cha/Talk vs. the morale of the drunk/s to ease the tensions while staying on their good side. On a successful roll you also learn more about them. Alternatively you can Cha/Lead to berate them. On a success, they fall in line and will consider you a bit strict, but fair.
3	You witness a beautiful, rare visual event as you watch the space fold onto itself in a mind bending manner, forming fractal patterns with wonderful colors.
4	The pilot is convinced they saw what appeared to be a cargo container float past the ship.
5	The ship passes by a section of space that is blinding and violent mess of colors. Since the ship is flied by instrumentation, the pilot closes the shutters.
6	One of the crates in cargo has dangerous contents. Agricultural robots turn out to be illegal combat droids when they burst from the crate and try to kill the crew. A container has radioactives, deuterium, tritinium or uranium. A large container with something that is highly illegal contraband on the world you are traveling to. A living alien that will attack the crew. Harmful chemical such as cyanide meant for manufacturing, or a sample of infectious disease in a cracked container. Explosives for mining.
7	An asteroid is seen floating past the ship, despite the fact that there shouldn't be any. Was it merely a trick of the light?
8	Space here is made of non-euclidean surfaces and what should be empty space, folding, refolding, joining in ways that should not, must not be possible. Cascading superposition of quantum parallel universe states. The sight induces panic and nausea. The pilot makes a Mental saving throw with a bonus of +3 (lowering the saving throw target, making it easier to succeed.) If the test fails, roll on the spike drill mishap table, with a bonus of +3 on the rolls.
9	Long into the spike drill, a suddenly appearing wave of metadimensional energy prevents using the intended path. It crashes onto the ship unless the pilot makes a Con/Pilot check with difficulty 7. If the test fails, roll on the spike drill mishap table, with a bonus of +3 on the rolls.
10	The crew discusses the "Night Journey of the Prophet Tiberius", a tale from the creed known as the Book of the Sky, in which a lone man piloted and navigated a ship through metadimension for six days without a day of experience, successfully reaching his target.
11	A member of the crew is writing sigils on the ship in chalk. It is merely an unusual good luck charm, but some might not appreciate it.
12	The crew discusses expert systems, VI and AI, the topics including such as their intelligence, the probability that they go insane and how they compare to humans in tasks relevant for the crew. If there is a VI or AI aboard, they might get offended by a casual remark made by a crew member. If there are none, but there is a person with decent understanding of the subject, they are frustrated by the lack of knowledge and belief based on rumors rather than facts.
13	A member of the crew has had some their belongings disappeared! Did they lose it or was it stolen?

d100	Entry
14	The ship shakes lightly for a while, possibly causing alarm in those unused to interstellar travel.
15	A crew member has somehow procured an “AI core” that “fell off the back of a space-truck”. If they are not tech-savvy or they are gullible, they get interested in if it could be installed into your ship’s nav system. Wis/Pilot or Wis/Fix skill check against difficulty 8 for them to realize it is a bad idea. On a failure, they install a program that attempts to solve complex mathematical puzzles to validate imaginary monetary transactions. Until removed with an Int/Program check against difficulty 8, it will drain system resources and give a -1 penalty to anything related to navigation. Anyone with familiarity with navigation systems will notice something is wrong with the system. It cannot be used for profit as it was made only as a prototype.
16	Everyone aboard feels weird deacceleration, as if the ship is unable to compensate for the ship slowing down, despite the fact that the spike drill is far from over. The entire ship hums and vibrates softly. Those looking outside can see the stars reappear briefly in purple color as the universe redshifts. Then they disappear again and the journey continues as normal.
17	You fly through a multitude of colours and shapes as if diving through the clouds of a thousand nebulas. Anyone artistically inclined is inspired and gets a +2 bonus to their next roll to perform or create a work of art.
18	Are we there yet? Somehow the drill is taking longer than usual, taking 1,5 times the base time. The crew gets bored. Roll again on this table. If the result would make the drill take longer, use the result that is higher. If the result would make the drill takes less time, the ship arrives in base time.
19	The pilot must quickly maneuver to prevent the ship from flying into a suddenly appearing ghost mass. To avoid it crashing onto the ship, the pilot makes a quick swerve. Roll a Dex/Pilot check with difficulty 8. If the test fails, the ship is off-course and the drill takes twice as long.
20	The passing through the metadimensional space is always like passing through the mother of all coronal ejection events, but this is even more still. Everything aboard is getting saturated with named and nameless energies and nothing but the simplest electronics work exactly right. Expert systems and ordinary VI’s are glitching more than usual, being almost entirely incapable of acting until the journey is over. PC VI’s merely suffer -1 penalty to all skill rolls. Roll again on this table.
21	A crew member starts a gambling ring and someone loses a lot of money. They accuse the winner of cheating. The result depends on the personality of the people involved and if someone intervenes, but the most likely result is the beginning of a grudge rather than violence.
22	The crew discusses pretech, the ancient, advanced technology. It is high in demand and many are willing to pay any cost to claim it. They throw around ideas of where it might be possible to find some, such as pre-Scream labs, bases and abandoned cities. Someone brings up how dangerous such places can be, since you never know what defenses such places could have. Despite that, someone claims to know of a world where there are pre-Scream sites and they want to go there.
23	One of the higher ranking crew members finds excess cargo from their last trip, and shares the contents with the group. (Spices, alcohol, etc.)

d100	Entry
24	Everyone is talkative during a particularly boring, uneventful journey. PC's may roll Cha/Talk against difficulty 10 to befriend a randomly selected npc and learn more about them.
25	Two crew members are playing a board game, such as chess. If the spike drive rating of the ship is drive-1, the ship shifts unexpectedly, causing some of the pieces to slide off board. Otherwise they play the game to completion, the winner being whoever has higher Int/Know modifier total, or randomly chosen if tied.
26	A crew member is offering the crew SuRteHDs, Single-Use Ready-To-Eat Hot Dogs. They are what could only be described as a bizarre mash-up between a Bunsen burner, a test tube with a mystery meat sausage inside, and a large dose of impractical genius. A small switch (with sliding cover as a minimal measure towards accidental activation) is used to set off a slow-burning charge of thermite to produce a boiled sausage within minutes.
27	While most of the crew is sleeping the ship goes through an unusual current, and one of the crew claims to hear it speaking/singing to them.
28	A crew member is telling ghost stories of pretech bunkers filled with people from the time before the scream, kept alive by the pretech that has given them psionic powers but also made them insane. Then a group of people much like your crew enters the bunker to loot the pretech inside...
29	When you arrive, the return from the metadimension hits the crew hard. For some it is like falling asleep, just really rapidly. But you stay conscious the entire time. For other people though, it is a bit more like dying. Or at least a feeling of oblivion where consciousness is separated from the body. Everyone gets -1 to all skill checks for a day.
30	Space is like a black lava lamp with an even blacker background – the sort of movement in the darkness that only registers in your peripheral vision but there's nothing you can focus on.
31	Someone with Know or Pilot is explaining outdated understanding of FTL travel to a listener who is feigning interest. "Prior to the 22nd century, there was one primary thought process for FTL travel – the object needed to be propelled, in some way, faster than the speed of light. That way of thinking wasn't changed until the invention of Spike Drive, a method of FTL travel by changing the state of reality into one where FTL travel was possible." The listener is nodding politely as the speaker continues their explanation.
32	If one of the people aboard is in trouble with the law, or has been, and another is armed and mysterious (or openly a bounty hunter/mercenary), they'll think the "bounty hunter" is after them. Perhaps it is revealed they really were after someone, but the target is actually someone else.
33	The ship reaches its destination. The people aboard feel an enormous pressure that pushes from everywhere, like a heavy blanket over ones mind. The pressure eases quickly after the ship exits the metadimension.
34	During the travel, if there are NPC VI's aboard, one of them shuts down for several hours due to disruption caused by the currents in the metaspace.
35	You picked up Hull Rust in the last port, a dangerous metal-eating silicone-based bacteria. It begins to create breaches all around the ship as you travel, reacting oddly to the conditions. You can't go outside, so you must deal with these from inside, probably retreating from the hull and trying to make a safe zone until you egress back again.
36	One of the crew members takes a drink before the arrival. While there are drugs that could help the brain cope a little better with spike drills, the old spacers standby is alcohol.

d100	Entry
37	The artificial gravity on the ship is suddenly strengthened. Either it is a Gravity Plate malfunction, or someone fat-fingered a config update and changed internal gravity to maximum. Someone has to carefully walk over to check the Gravity Plate's state. They roll a Str/Exert check with difficulty 7. Whether they succeed or not the gravity is eventually restored to normal. If the test fails, they fall and are mildly injured, suffering 1d4 damage that cannot lower them below 1 HP. They cannot regain this HP lost by resting until arrival. They will also get a -1 modifier to all skill checks for 1 day after arrival due to the injury.
38	“Spike drill is complete, we have arrived” says the voice from the intercom, “minimal deviation. All systems are go. – Wait, what is that?” Upon your arrival to the destination system, your ship’s sensors immediately detect something. It is most likely a traveling ship or a probe launched by a polity in the system to keep an eye on ships coming and going out of the system, but it could also be a refueling station or some other kind of a small station that has just been towed to the edge of the system.
39	Artificial gravity is somehow oriented slightly to the port side during the travel.
40	During the journey, something that will be troublesome happens, choose or roll 1d6: 1. Disease. 2. Problem Passengers. 3. On-board Romance. 4. Madness 5. Sabotage. 6. Murder.
41	Someone aboard suffers from drill sickness. They make a Physical saving throw with a bonus of +2 (lowering the saving throw target, making it easier to succeed.) If the test fails, they suffer a penalty until 1 day after arrival. Roll 1d6: 1. Mild deafness results in -2 penalty to any Notice checks when appropriate. 2. Insomnia prevents regaining HP when resting. 3-4. Shaking hands gives -1 penalty to Shoot, Pilot & Fix. 5-6. Nausea results in -1 penalty to any physical skill checks & Physical saving throws.
42	If there is someone aboard who has little experience with space travel and also has a low Morale, then they get anxious about the drill. Cha/Lead roll against their Morale can be tried by one person to calm them down. If the check fails, the distressed person gets -2 on all skill rolls until the end of the first scene after the arrival, and then they get a -1 on all skill rolls until the end of the first scene after they get to a “safe” location, e.g. landing on a planet or docking at a station.
43	Someone aboard is caught using Captivax, a drug designed to increase memory related functions and speed up other mental processes. These red capsules are a popular party drug, widely appreciated for their effect on creativity. They are, of course, highly addictive. It takes 2d6 minutes for Captivax to take effect but lasts for 3 hours. It gives the user +1 to Int, Cha & Notice rolls. If it fits better, replace Captivax with what is the most likely drug for someone on the ship to have.
44	A PC wakes up realizing they have been in deep sleep, having a vivid dream. They and the crew must’ve gone on an incredible adventure in it, but they can’t remember any other details about it.
45	An uneventful trip to your destination combined with the ship being particularly low-maintenance gives everyone aboard plenty of time to spend, whether crew or passengers. Those who use the downtime to train get extra benefit.

d100	Entry
46	If there is a NPC VI aboard the ship, roll 1d6. 1. It suddenly switches to speaking a foreign language. 2. The VI is unable to use some of its integrated tools or weapons due to malfunction. 3. The VI's voice is not functioning, it can only communicate with text or other means. 4. The VI says that it is encountering an error and makes a buzzing sound before exclaiming that the crew are actually intruders. After a short quiet, it says "That was a joke." 5. One of VI's parts is damaged by the currents in the alternate dimension so much that it requires replacement part. 6. The VI behaves uncharacteristically but functions otherwise.
47	A fire erupts from the cabling in captain's quarters/helm/cargo bay/med bay. Someone runs out on fire, screaming for help before tripping and falling, putting the fire on their clothes out. The cabling must be fixed before it claims another victim.
48	The ship's controls are erratic, roll again on this table and take -1 to any Pilot skill checks.
49	While the pilot is sleeping, the crew member that was propped at the helm suddenly notices the needles of the ship's instruments going into the red. As they wonder if they should wake up the pilot, everything ceramic starts glowing purple. Something is definitely wrong. - "Why didn't you wake me up sooner you ape deck!" the pilot shouts as they sit down. The pilot rolls Int/Pilot against difficulty 8. On a failure, the ship arrives to its destination with a random system other than the engine disabled.
50	A dial on a panel on the bridge whirls. When it stops it indicates issue with the timing of the ship's reactor. Something has damaged the electrical system. Until fixed with a roll of Int/Fix against difficulty 8, the ship has 1 less power than it should have.
51	The computer's beep and blinking light warns of high chance of the space surrounding the ship behaving in anomalous manner. Anyone looking outside perceives a four-dimensional object. NPC's will generally refrain from looking and will close the shutters on the cockpit. Those who look get a -1 to all skill rolls until the end of the first scene after arriving to the destination, unless the crew takes a short rest.
52	Loud, annoying music blares over speakers. Who is doing this?
53	Two people aboard who do not see eye to eye but who have the same skill compete in a way relevant to the skill, such as how they would repair a broken engine or by dueling with practice swords. If their skill level is the same they gain some begrudging respect for each other. With a Cha/Lead or Cha/Talk skill check against the average of their Morale, this positive development can be encouraged, even if their skill levels are different.
54	Someone aboard has an instance of a medical condition they suffer from. This can be a condition they know they have or something they have been unaware of. Examples include irregular heart rhythms, panic attack caused by stress, pain from old injury or a multiple symptoms such as chest pain, feeling faint and numbness. If the ship has extended medbay fitting it is possible to perform even complex medical operations required by the patient as long as someone has the sufficient Heal skill to succeed in the skill checks. Without this fitting it is necessary to get by with the basic medical facilities all ships have for curing lightly injured crew members and keeping the seriously injured ones stable until reaching a planet.

d100	Entry
55	The crew is working on the ship as usual, doing things necessary to keep it running. Pilots are guiding the ship across the metadimensional tempest. Engineers keep an eye on the machines and instruments in case they run into issues while the ship is in an alternate dimension. Those without technological or piloting skills are running checklists, cleaning equipment, swapping expendables, and doing other swab-and-paint work. Those who are not part of the crew are indulging in hobbies or keeping up with their regular training schedules. The harmonious atmosphere has some sort of positive influence on everyone, as it improves group cohesiveness, motivation and learning.
56	Something positive happens to someone aboard the ship, or they make a breakthrough in their work, studies, investigations or training. Whether they have been combing the ship's library, exercising, crafting, putting together clues or inspecting an artifact, they have a result that has overall positive effect.
57	A crew member slips on the deck. Upon closer inspection, the spot is covered with liquid. Something is causing a leak, such as water or coolant.
58	A crew member has begun a project. Break the project into parts depending on its complexity. During each journey they may roll to progress the project. The longer the journeys take the more time there is to complete the project, making it a bit easier. The type of the project should depend on the NPC. It can be research, prototype device, software, cooking recipe or artistic project. PC's with suitable skills and good relation to the NPC can help as according to the aid rules or even complete part of this project themselves if suitable. When the project is complete make a single roll against difficulty you have set before based on how likely you envision the project being successful to see how it ends up. Result that is within 0-1 of the difficulty value is a marginal success, while success by every 2 over the difficulty make it notably more successful.
59	Combat specialists are sparring with each other, or if there is only one, they are teaching less capable people how not to die. They might fight with Stun Batons or laser weapons set to stun. The experience is particularly enlightening. Participants gain 1 XP that they can put towards leveling one relevant combat skill, or in the case of the teacher 1 XP towards leveling the Lead skill. If you don't want to track XP of the participants you can simply improve one of their statistics, such as their HP, morale or attack bonus. Choose whichever seems to be the most in need of improvement, as that is what they are likely to train.
60	Someone who is expert in sciences tutors another to expand their skills and/or to part knowledge. Student gain 1 XP that they can put towards leveling Know skill, or in the case of the teacher 1 XP towards leveling the Lead skill. If you don't want to track XP of the participants you can simply improve one of their statistics, such as give them a +1 bonus to the skill.

d100	Entry
61	The ship's engine has been using a bit more fuel during in-system travel than it should be using. Most ships have a standard hydrogen-fueled fusion engine that has such a small fuel need for general operations outside of spike drills that it doesn't really matter unless the ship is somehow entirely out of fuel. A member of the crew who maintains the engine, or a technically competent but a nosy person notices the problem, whether from going over logs or even simply by noticing the engine sounds just a little bit off. There is a flaw in the engine's timings that requires a software fix. Fixing the flaw requires an Int/Program roll with difficulty 8. If the flaw is not fixed, the ship must be flown at slower speeds to conserve fuel for spike drives and all in-system travel times are doubled. If the pilot goes at regular speed, roll a 1d6 upon arrival. On a roll of 1, one fuel is wasted. If there was already not enough fuel for a spike drill, the ship is almost completely out of fuel and cannot reach other destinations in the system.
62	A stowaway has been discovered! Use NPC generator to create them and remember that the reason why they took such extreme action is important to understand their character. Most worlds have a law against stowing away, but no law against dropping a stowaway off at the next port. Unscrupulous captains have been known to throw stowaways out of the airlock, while some might make them work their passage.
63	While the higher ranking people on the ship aren't present, the crew discusses the current job that the group is undertaking. The discussion depends on the mood on the ship. In most cases they have minor complaints and worries they wish to share and there are no lasting repercussions. However, if the job is risky, there is no decent job and hasn't been in a while, the higher ups are greener than the crew is used to, or things just haven't gone according to plan for a while, then the discussion goes to a more dangerous route. It won't lead to trouble on its own, but if the discontent grows stronger and is not managed some of the crew members might leave upon reaching a port, or even attempt a mutiny if they are up to it. If the mood is positive it is further reinforced by the discussion, giving everyone involved a one time +1 bonus to any roll to do something that is normally part of their job.
64	Someone with Know skill of 1 or more has been writing a thesis paper for several months. They may roll an Int/Know skill check against difficulty 10 + their skill. If they succeed they complete their thesis and it is a success, the complexity of it is relative to their Know skill. Possible areas of research include: Xenology : Study of alien life forms, such as discovery of new species, gaining insight into their behaviors or weaknesses. Genetics : Identification of diseases or mutations and creating cures. Linguistics : Study of unfamiliar cultures and languages to help avoid misunderstandings. Planetology : Creating maps and reports of planets, information on terrain, weather, resources and life forms. Physics : Theories on wormholes, study of the environment in the metadimension, workings of spike drives. Robotics : Improved robot frame designs, new ways to attach gear to VI's chassis, study of the effect the local metadimensional energy environment has on creation of VI quantum neural nets. Chemistry : New chemicals and drugs, analysis of substances to learn of their potential uses. Psychology : Study of the effect of living in space or doing spike drills has on human psychology.
65	Someone aboard is drunk or under the influence of drugs. If they have crew duties they perform their duties poorly. Wis/Notice check at difficulty 7, made by the relevant person such as captain, department head or supervisor will prevent them from making a mistake that goes unnoticed until it is too late. The mistake is unlikely to be catastrophic.

d100	Entry
66	Corrosive effect of the metadimensional environment is degrading the protective bubble of mundane space around the ship faster than usual. The ship arrives to the destination in time and mostly intact, but one random system other than the spike drive is disabled until repaired.
67	One member of the crew is found to be a fraud- either they have no skill in the profession they were supposed to have and no idea of what they are doing, or they have merely exaggerated their education and experience, in which case they have a skill level of 0.
68	Someone in the crew has done their maintenance work hurriedly to have more free time, and others have started to notice. They might complain to a higher up, pick up the slack and grumble while at it, or leave the work undone. Roll 1d6. 1-2. One random system other than the spike drive is disabled until 1 hour of maintenance is done on it. This time is halved if two people with relevant skills do the maintenance. No one notices this until attempt is made to use the system. 3-4. The rest of the crew does the work instead, they aren't happy but not angry enough to make the situation known. 5-6. Someone who notices makes a complaint and demands the crew member is made to do their maintenance work properly.
69	Someone has been stealing small but not insignificant amounts of food or other supplies such as medicine. Ships usually have stores to last two months with maximum crew and the amounts stolen are not large enough to be a cause of worry unless the stores were already low.
70	Most of the crew is off-duty and is playing cards, in their bunk or watching a holovid. It is quiet and most are in a good mood. Two people on the ship who have differences find common ground and a fragile peace forms, for now.
71	There is a weakness in the ships cyberdefenses, bug in navigational systems or mechanical problem in a weapon. Someone is looking into the matter but needs help. Who will they turn to?
72	Someone has cooked a foul, sick looking meal, even by a spacers standards. It quickly becomes an inside joke.
73	The differences between two people result in a civil discussion turning into an argument. The cause can be difference in worldview, background, social class, or having a past of being on the opposite sides.
74	There is a smell of burnt due to a faulty kitchen appliance.
75	The crew's amusements of dares have prompted one member to do something stupid. Roll 1d6: 1. Licking exercise machine gives them a week long throat infection that gives a -1 penalty to all skill checks. 2. Get repeatedly shot with laser weapon set to stun. 3. Snort hot spices 4. Sing a romantic song to intercom. 5. Balance a bottle on their head, causing a mess. 6. Annoy/argue with someone irritable on the ship, causing a scene.
76	Some people in the crew want the captain to participate in a good fortune game of high-card. Players are dealt a single card, and the person with the highest-ranking card wins the round. They are then out of the game and the rest continue to play until only one player is left. They think that if they play until the captain loses, all the captains bad luck is out of the way and the journey will be blessed with good luck. If the captain participates, roll 1d6. 1. It takes a while for the captain to lose, which seems to some as a bad omen. Roll again on this table and take a -1 penalty to any skill rolls. 2-5. The captain eventually loses and everyone is pleased. 6. As a sign of good fortune, the captain loses immediately! Roll again on this table, ignoring the result if it would have negative consequences.

d100	Entry
77	A Holodoc documentary causes a discussion about the history of the sector. If there are people who have vastly different views on the topic, it turns into a disagreement and they will have trouble with working with each other in the future.
78	Someone has hid illicit cargo on the ship, with the intention of selling it. It could be drugs, weapons or holovids that are banned on certain worlds.
79	If there is someone in the crew who is unhappy with how things are going, they get an idea of what they could be doing instead of being with the crew. They begin to plan leaving.
80	There is an accident during physical exercise or a spar. It likely happens to the least skilled person who would be exercising or sparring. The injury results in halved movement speed for 2d6 days and a -1 penalty to rolls at when appropriate, assuming the treatment is limited to the ordinary TL4 ship medbay most ships have. With extended medbay fitting and a Heal skill roll against difficulty 8 the time is reduced to half, rounded up. The injury happens early on during the journey, so it might heal before the ship arrives.
81	Someone without sufficient access permissions is pouring over passenger records or other documents with personal information. Possible reasons might be: Looking for inconsistencies because they suspect someone aboard is not who they claim they are. Looking for information about history and allegiances of the travelers to confirm trustworthiness. A spy is looking for any information that could be valuable. Looking for something to steal. Looking for someone with valuable skills to recruit to an organization. Seeking information to identify potential threats to the crew.
82	Training session goes wrong. Examples: Attempt at teaching how to pilot a ship causes damage to the ship as it hits shadow mass. Chemistry session leaks harmful gas into ventilation. Engineering demonstration shorts out power and part of the ship has only emergency lights on. A laser weapon malfunctions and begins rapid firing on its own.
83	Differences between two or more people flare up in a major way. It will end with someone leaving after they get to a suitable place, or perhaps even violence.
84	The crew discusses the recent events that happened before the spike drill. Someone is blamed for what went wrong, or congratulated for what went right, depending on if the overall events were negative or positive. If there is disagreement about the events among the crew an argument starts.
85	Cabin fever. The victim is likely someone unused to space travel/spike drills, or someone who is under a lot of stress. Symptoms can result in irrational decisions that could potentially threaten their life or the lives of others. Examples would be irritability, restlessness, suicide or paranoia.
86	If there are any suitable passengers, it turns out that one of them has been acting suspiciously. Going into places where they have no reason to be in or using the ships computers such as navcom. They might not have ill intentions however. They could simply be curious and lack understanding of what their actions look like, or they could be trying to stop a threat that no one else knows about. Whether there is a suspicious passenger or not, roll 1d6. On a roll of 1, there is someone or something aboard that is going to be a problem.
87	A member of the crew wants to assemble everyone for mandatory emergency safety protocols review.
88	An anomaly in the darkness of the alternate dimension leads to a dazzling light show, as everything around the ship begins to spontaneously (and safely) create colorful patterns.

d100	Entry
89	A valuable tool, or security key to the cargo latches fell down a pipe and no one can reach it. Recovering might require some disassembly. Perhaps it is easiest to wait until the ship is docked?
90	Infestation of rats or equivalent alien creatures is discovered, and they're chewing up wires. Damaged wires are a hazard and could eventually cause enough damage to disable the ship's critical functions.
91	Passenger trouble. It could be anything from illness to disappointment in accommodations or simply boredom. If there are no passengers, the journey is finished without a hitch.
92	The discussion during turns to religion or worldviews. Examples: A zealous missionary on their way to another world tries to convert someone. A calculating merchant tries to convince a naive aspiring doctor who wants to help others for free. An independent hired gun calls the loyal warrior a fool for believing what he is told by his boss.
93	Someone sets up an obstacle course in the cargo area. Str/Exert and Dex/Exert checks can be rolled to navigate it. Bets are placed on who can do it fastest.
94	A passenger or crew member asks the stuffiest, most pompous crew member if they can help them with a brain teaser or puzzle they can't figure out.
95	A tiny smuggling locker is found that hasn't been opened in years. Inside is a box of cigars and a bottle of very old whiskey.
96	The crew has an argument, serious or playful, about a subject, choose most suitable or roll 1d6: 1. Who has the best service history. 2. Who has best academic credentials. 3. Who has most impressive scar. 4. Which space, air or land vehicle is the best in its type. 5. Which weapon is the best. 6. Which role is the most important in the team.
97	Two NPC's that are not close, but who have similar backgrounds, such as home world, education, workplace talk about their life experiences. Roll 1d6: 1-2. It ends poorly, perhaps there were more differences than similarities, and the similarities only made the differences appear bigger. 3-6. The two become friends.
98	A letter written by whomever owned the ship before is found during routine maintenance. The letter talks lovingly of the ship and talks about a short adventure they went on. The letter also details a way to undo one of the ship quirks, or reveals the quirk is actually a custom upgrade that the players hadn't found the use for yet.
99	A trip down the memory lane brings people together. The crew and/or passengers reminisce about the past, likely with a sense of nostalgia.
100	Your trip is filled with several minor instances of bad luck, with the currents of the metadimension seeming to conspire against you. You arrive at your destination 1.5 times the base time.