

Below, any roll has a minimum of 1. Ex 1d4 – 2 can result only in a 1 or 2.

Loot	Swabbie	Other Pirates*	Tinker	Taskmaster
<b>A. Broken Equipment Only</b>	1-20	1-10	1-10	1-10
<b>B. Carried Equipment **</b>	21-40	11-30	11-30	11-30
<b>C. B + 2d100 Credits</b>	41-50	31-40	31-40	
<b>D. B + 4d100 Credits</b>		41-50	41-50	31-40
<b>E. B + 1d4 - 2 CGB Items ***</b>	51-70	51-70	51-70	41-65
<b>F. C + 1d4 - 2 CGB II Items</b>	71-75	71-75	71-75	66-75
<b>G. C + 1d4 - 2 Medkit</b>	76-90	76-90		
<b>H. C + 1d4 - 2 Repair Kit</b>			76-90	
<b>I. D + Water Visor</b>	91-95	91-95	91-95	76-85
<b>J. D + Water Visor II</b>	96-97	96-97	96-97	86-90
<b>K. D + Night vision goggles</b>	98-99	98-99	98-99	91-95
<b>L. D + Light-gathering goggles</b>	100	100	100	96-100
<b>M. Roll Twice!</b>	101+	101+	101+	101+

\* Breacher, Helmsman, Medic, Crackshot, Gunslinger, Maniac, Script Kiddie

\*\* Convert armor materials into level-relevant listed ones if necessary. Any pirate with the throw grenade ability has one grenade if they didn't manage to throw it before dying. Specialists (medic, tinker, scripser) have very basic tools associated with those jobs. All pirates have the magazine in their gun plus 1 spare, unless CGB rolls give more.

\*\*\* The Consumable Grab-bag (CGB) gives either 1 or 2 rolls on the table below for a miscellaneous item. Reward G corresponds to column 2, while F is column 3.

Roll	CGB	CGB II
1-25	2 Spare Magazines	3 Spare Magazines
26-50	Pirate Snax*	2 Pirate Snax
51-60	Solvent	Adhesive Foam & Solvent
61-70	Adhesive Foam	Adhesive Foam & Solvent
71-80	1d4 - 2 Road Flare	Flashlight
81-85	Wide-spectrum Antitoxin**	Wide-spectrum Antitoxin II
86-95	Combat Stim***	Combat Stim II
96-100	Walkie-Talkie	Radio Headset
101+	Roll Twice!	Roll Twice!

\* Equivalent to a basic ration, but hides its tastelessness by being marinated in grog. It'll feed an organic PC but there are more pleasant options.

\*\* Antitoxins give +10 to Saves against poisons and contagion-based abilities for 10 minutes after injection. Antitoxin II gives +15.

\*\*\* Combat stims come in three varieties, colloquially Speed, Smack, and Steady. Respectively, they have similar effects to the Combat Expertise – Guns, Melee, and Support feats. Level 1 stims give +0.5 Accuracy for -10 to combat skill checks, or +10 to skill and -0.5 accuracy, while level 2 stims give +1 Accuracy/-5 skill or -1 Accuracy/+20 skill. Stims last for 3 rounds and can be injected as an Action.

Loot	Personal Locker	Storage Locker	Cargo Crate	Cargo Crate, Large
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<b>A.</b> Nothing Useful (1d20 Material to an Engineer)	1-20	1-20	1-20	1-20
<b>B.</b> 1d100 Credits	21-30			
<b>C.</b> Goods worth 2d100 Credits	31-40	21-35	21-30	
<b>D.</b> Goods worth 4d100 Credits	41-45	36-40	31-40	21-35
<b>E.</b> Goods worth 6d100 credits			41-45	36-55
<b>F.</b> 1d6 – 3 CGB Items	46-60	41-50	46-55	56-65
<b>G.</b> 1d6 – 3 CGB II Items	61-70	51-55	56-65	66-70
<b>H.</b> C + 1d4 – 2 Medkit	71-75	56-65	66-70	71-74
<b>I.</b> C + 1d4 – 2 Repair Kit	76-80	66-75	71-75	75-78
<b>J.</b> Cleaning Supplies and a Roomba	81-85	76-85	76-85	89-94
<b>K.</b> 12-pack of general-use batteries and 10m of power cabling	86-90	86-95	86-95	95-98
<b>H.</b> A level 1 pistol from the weapon doc, DM discretion.	91-95			
<b>I.</b> Use your imagination, DM!	96-100	96-100	96-100	99-100
<b>J.</b> Roll Twice!	101+	101+	101+	101+