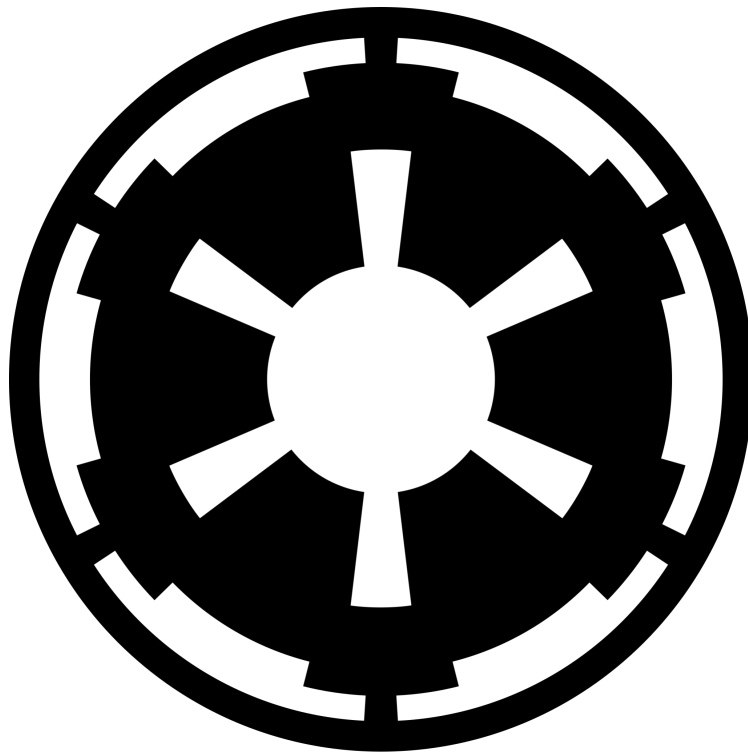


Tab 1

Galactic Trade Authority Report

**Classified Civilian Economic Record – Filed under Galactic Standard Credit
Regulations 145.02**

Issued under the authority of the Galactic Trade Authority, Sector Economic Division. This report documents the economic operations, income fluctuations, and registered homestead activities across the Mid and Outer Rim territories. All values recorded are measured in standard Galactic Credits, per Trade Regulation Act 145.02.



By Salvib0ss115

At the end of each session, downtime week, or other GM-approved period:

1. Select Your Income Source

Choose one active source of income (Workshop, Trade Route, Homestead, Droid Shop, etc.).

- **If your homestead has staff, you may roll once per staffed operation.**
- **Each source uses modifiers and tables (Weekly, Monthly, or Per-Job).**

2. Make a Skill Roll

Roll Negotiation (for sales, trade, or client work) or Mechanics (fabrication, repair, or technical work).

- **Depending on the job, the GM may substitute another relevant skill (e.g., Computers, Streetwise, Leadership).**
- **Difficulty is determined by job scale, table tier, or GM discretion (typically Average (2)–Formidable (5)).**

3. Calculate Base Income

Multiply the number of Successes \times 50 credits, then add Advantages \times 10 credits.

- **Example: 3 Successes, 2 Advantages = $(3 \times 50) + (2 \times 10) = 170$ credits.**

4. Apply the Income Table Result

Roll or reference your Income Table (Weekly, Monthly, or Per-Job) for the current cycle.

- **Add or subtract as instructed by the table.**
- **Some entries may replace or double the roll result (GM's call).**

5. Adjust for Modifiers & Circumstances

- **Add any bonuses from Upgrades, Reputation, or Staff.**
- **Apply Random Events if triggered this session.**
- **Factor in special conditions (e.g., seasonal booms, supply shortages, guild influence).**

Modularity & Customization

This rule is meant to be adaptable, not fixed. GMs and players can adjust:

- **Payout Scale:** Change the 50-credit base per Success to 25 (low-profit) or 100 (high-profit) for different economies.
- **Skill Type:** Swap Mechanics/Negotiation for any trade-relevant skill (e.g., Computers for slicing shops, Medicine for clinics).
- **Cycle Frequency:** Apply rolls per week, month, or per major contract, depending on downtime pacing.
- **Modifiers:** Add bonuses from upgrades, faction reputation, or homestead staff directly into the roll or as multipliers.
- **Result Style:** Optionally roll 1d100 on the Income Tables instead of calculating numerically for a more narrative tone.

Negative Symbol Results and Their Effects

Symbol	Outcome	Mechanical / Narrative Effect
Threat	Minor Complication	Represents wear, stress, or mishap. Lose 10–100 credits or 1 day of productivity. May trigger a minor repair cost or delay.
Despair	Major Setback	Indicates inspection, theft, sabotage, or critical failure. Lose a key tool, pay a significant fine, or suspend operations for one cycle.
Triumph	Major Opportunity	Marks a breakthrough, major client, or exceptional success. Double income for this roll or gain a valuable new contact or permanent +1 Boost to future profit rolls.

Adjustable Parameters

Variable	Default Setting	Suggested Adjustments
Profit Multiplier	50 credits per Success	Adjust between 25 and 100 credits depending on planetary wealth or player scale.
Skill Type	Negotiation or Mechanics	Replace with another skill (e.g., Computers, Medicine, Leadership) for specialized shops.
Cycle Frequency	Once per week or session	Change to monthly or per job for slower campaigns.
Income Tables	Weekly / Monthly / Per-Job	Use the table that fits the scale of your operation.
Modifiers	Upgrades, Reputation, Staff	Add or remove modifiers to reflect growth, alliances, or damage.

Weekly Income Roll Table (d100)

Roll once per week of downtime to determine your homestead or Business gross income. Apply all upgrades and skill modifiers afterward.

d100	Result	Income (Credits)	Difficulty	Notes / Flavor
1-10 — Outer Rim Trade Season				
1	Quiet Week	50–100	Easy (1)	Only locals visit the shop. Plenty of dust, few customers.
2	Routine Maintenance	75–120	Easy (1)	A few droids need basic repairs and oil changes.
3	Scrap Salvage Find	100–150	Easy (1)	You recover usable parts from a junk speeder.
4	Travelers in Need	120–180	Easy (1)	Passing pilgrims hire you to patch equipment.
5	Sandstorm Delays	60	Easy (1)	Bad weather keeps traffic low.
6	Local Merchant Patronage	150–200	Average (2)	A shopkeeper commissions minor work.
7	Fuel Pump Repair	200	Average (2)	Station droids malfunction; you profit from emergency work.
8	Mining Crew Order	250	Average (2)	Fix broken mining droids from a local claim.
9	Rural Celebration Boost	275	Average (2)	Festival visitors need quick service.
10	Outer Rim Patrol Needs Supplies	300	Average (2)	Security patrol buys spare power packs.

Filed by the Galactic Trade Authority – Sector Economic Division.

11-20 — Guild Week				
11	Guild Certification Renewal	325	Average (2)	Paperwork fees and small contracts roll in.
12	Mechanic's Challenge	350	Hard (3)	Compete in a local repair tournament; win a modest purse.
13	New Apprentice Helps Out	375	Average (2)	Efficiency rises; income slightly up.
14	Union Dues Week	200	Average (2)	Half your profits go to fees.
15	Tool Shipment Discount	400	Hard (3)	Save credits on supplies; profit increases.
16	Minor Power Outage	250	Average (2)	Lose a day of work time.
17	Guild Bulk Order	450–500	Hard (3)	A member requests a set of tools or droids.
18	Inspection Pass	475	Hard (3)	Clean report earns bonuses and client trust.
19	Guild Festival Sales	525	Hard (3)	Sell wares at a trade fair.
20	Regional Recognition	600	Hard (3)	Gain popularity within the guild.
21-30 — Smuggler's Surge				
21	Anonymous Buyer	650	Hard (3)	A cloaked client pays well for no questions.
22	Illegal Mod Request	700	Formidable (5)	Risky deal; requires Deception.
23	Black Market Parts Sale	750	Formidable (5)	Quick profit before the authorities notice.

Filed by the Galactic Trade Authority – Sector Economic Division.

24	Confiscation Raid	–200	Hard (3)	Lose goods in inspection.
25	Bribed Official	500	Hard (3)	Pay a small fine, but stay open.
26	Smuggler Referral	850	Formidable (5)	Gain steady underworld contact.
27	Night Shipment	900	Formidable (5)	Move cargo quietly for an extra fee.
28	Hidden Storage Rental	950	Formidable (5)	Rent space to a smuggler crew.
29	Black Sun Deal	1,000	Formidable (5)	Big money, dangerous company.
30	Silent Profit	1,050	Formidable (5)	Transaction goes unnoticed; clean escape.
31-40 — Imperial Audit Cycle				
31	Inspection Notice	600	Average (2)	Lose half a day complying.
32	Perfect Compliance	1,100	Hard (3)	Earn a bonus for excellent records.
33	Tax Penalty	–300	Average (2)	Pay Imperial surcharges.
34	Stormtrooper Repair	1,150	Daunting (4)	Fix the equipment for a patrol.
35	Docking Bay Maintenance	1,200	Hard (3)	Rewire security systems.
36	Audit Delay	800	Average (2)	Paperwork gives an extra week.
37	Imperial Contract	1,250	Daunting (4)	Temporary supply deal.
38	Inspector Bribe	–200	Hard (3)	Lose cash to stay open.
39	Clean Record Commendation	1,300	Daunting (4)	Publicly praised.

Filed by the Galactic Trade Authority – Sector Economic Division.

40	Imperial Favor	1,350	Daunting (4)	Future contracts guaranteed.
41-50 — Hutt Space Opportunities				
41	Hutt Messenger Job	1,400	Hard (3)	Deliver encrypted data.
42	Protection Tax	–400	Average (2)	Local gang cuts in.
43	Hutt Artifact Repair	1,500	Daunting (4)	Fix decorative relic.
44	Cantina Boom	1,550	Hard (3)	Crowds need repairs after brawls.
45	Enforcer Equipment Overhaul	1,600	Daunting (4)	Work for a cartel crew.
46	Secret Shipment	1,650	Formidable (5)	Smuggle weapon parts.
47	Gambling Win	1,700	Average (2)	Lucky sabacc hand.
48	Hutt Debt Collection	–500	Hard (3)	Strong-armed into a loss.
49	Cartel Favor	1,800	Daunting (4)	Gain valuable contact.
50	Grand Hutt Order	2,000	Formidable (5)	Huge commission.
51-60 — Festival of Cores				
51	Holiday Rush	1,850	Average (2)	Citizens buy gifts and gadgets.
52	Supply Shortage	1,000	Hard (3)	Pay extra for parts.
53	Tourist Boom	2,050	Hard (3)	Travelers need quick repairs.
54	Festival Performance Bonus	2,100	Daunting (4)	Entertaining stall draws crowds.
55	Electrical Overload	–300	Average (2)	Lose stock in a power surge.

Filed by the Galactic Trade Authority – Sector Economic Division.

56	Charity Event	1,200	Easy (1)	Donate time, gain reputation.
57	Corporate Sponsor	2,200	Daunting (4)	The company backs your stall.
58	Vendor Competition	1,900	Hard (3)	Rivals lower prices.
59	New Festival Contract	2,300	Daunting (4)	Booked for next year.
60	Festival Champion	2,500	Formidable (5)	The top earner of the event.
61-70 — Rebellion Rumors				
61	Increased Weapon Demand	2,550	Daunting (4)	Locals are arming up.
62	Hidden Rebel Order	2,600	Formidable (5)	Secret shipment.
63	Imperial Suspicion	–500	Hard (3)	Harassed by stormtroopers.
64	Spy Droid Repair	2,650	Formidable (5)	Delicate work for resistance.
65	Sabotage Cleanup	2,700	Daunting (4)	Fix damaged infrastructure.
66	Refugee Support	1,500	Average (2)	Reduced rates for goodwill.
67	Secret Donation	400	Average (2)	Anonymous benefactor.
68	Local Crackdown	–600	Hard (3)	Lose stock in raids.
69	Hero of the People	2,800	Daunting (4)	Rebels celebrate you.
70	Hidden Base Supply Deal	3,000	Formidable (5)	Large secret shipment.

Filed by the Galactic Trade Authority – Sector Economic Division.

71-80 — Clone Wars Surplus Boom				
71	Old Armor Refit	2,900	Hard (3)	Restore vintage gear.
72	Decommission Sale	3,100	Daunting (4)	Buy cheap, sell refurbished.
73	Salvage Field Contract	3,200	Daunting (4)	Work on battle ruins.
74	Hazard Pay	3,300	Daunting (4)	Toxic environment bonus.
75	Clone Veteran Client	3,400	Hard (3)	Sentimental commission.
76	Recovered Tech Sale	3,500	Daunting (4)	Rare profit find.
77	Scrap Overload	–700	Average (2)	Too much junk to process.
78	Historic Museum Deal	3,600	Formidable (5)	Display contract.
79	Clone Helmet Replica Boom	3,700	Hard (3)	Collectors pay well.
80	War Archive Restoration	3,800	Formidable (5)	Massive historical job.
81-90 — Outer Rim Export Rush				
81	New Colony Order	3,900	Hard (3)	Provide tools for settlers.
82	Transport Hub Upgrade	4,000	Daunting (4)	Infrastructure contract.
83	Resource Boom	4,100	Daunting (4)	Planet’s mines explode with profit.
84	Trade Convoy Maintenance	4,200	Formidable (5)	Servicing ships en route.
85	Export Tax	–800	Average (2)	Imperials take a cut.

Filed by the Galactic Trade Authority – Sector Economic Division.

86	Free Press Mention	4,250	Hard (3)	Positive news coverage.
87	Hyperlane Expansion	4,300	Formidable (5)	Help build new routes.
88	Pirate Trouble	–1,000	Hard (3)	Lose shipment.
89	Export Guild Membership	4,350	Daunting (4)	Official status granted.
90	Sector Contract	4,500	Formidable (5)	Huge multi-system deal.
91-100 —The Force Moves Unseen				
91	Visionary Creation	4,600	Daunting (4)	Inspired masterpiece.
92	Mysterious Patron	4,800	Formidable (5)	Unknown benefactor pays well.
93	Force-Touched Item	5,000	Formidable (5)	Object radiates destiny.
94	Jedi Artifact Restoration	5,200	Formidable+	Powerful, risky contract.
95	Sith Relic Reconstruction	5,500	Formidable+	Dangerous yet lucrative.
96	Prophetic Dream	1 Triumph	—	Next roll gains +10.
97	Spiritual Awakening	1 Advantage	—	Gain insight into the Force.
98	Force Imbalance	–500	Hard (3)	Disruptive visions.
99	Guardian’s Blessing	500	Easy (1)	A calm week of good fortune.
100	Chosen Creation	6,000+	Formidable+	Legendary work, whispered in temples.

Filed by the Galactic Trade Authority – Sector Economic Division.



Monthly Income Roll Table (d100)

Roll once per month of operations. Apply upgrades, skill results, and events afterward.

d100	Result	Monthly Credits	Difficulty	Notes / Flavor
1–10 -Core World Markets				Stable demand, regulations, and predictable buyers.
1	Slow Quarter Tax Rebate	800–1,000	Average (2)	Small refund + modest sales.
2	Local Maintenance Plans	1,000–1,200	Average (2)	Service contracts renew.
3	University Lab Orders	1,100–1,300	Average (2)	Components for research droids.
4	Municipal Repair Contract	1,200–1,500	Average (2)	Street droids & kiosks.
5	Retail Channel Access	1,400–1,700	Hard (3)	Shelf space in city markets.
6	Trade Fair Booth	1,500–1,900	Hard (3)	Good foot traffic.
7	Core Tech Clearance	1,700–2,000	Hard (3)	Move last season's stock.

Filed by the Galactic Trade Authority – Sector Economic Division.

8	Licensed Mod Shop	1,900–2,300	Hard (3)	Clean permits boost sales.
9	Corporate Employee Bulk	2,100–2,400	Daunting (4)	Staff discount program.
10	Core Sector Distributor	2,300–2,700	Daunting (4)	Regular monthly pallets.
11–20 — Hutt Cartel Quarter				Fast credits, risky partners, and fees.
11	Cantina & Arena Work	2,000–2,500	Hard (3)	Entertainment equipment upkeep.
12	Enforcer Gear Refits	2,200–2,700	Hard (3)	Armor + batons, steady.
13	“Protection Fee” Month	1,600–2,000	Average (2)	Good sales minus cartel skim.
14	Smuggler Dock Access	2,600–3,000	Daunting (4)	High turnover goods.
15	Hutt Festival Commissions	2,800–3,300	Daunting (4)	Trophies & prize droids.
16	Gambling Circuit Upgrades	3,000–3,500	Daunting (4)	Rigorous reliability checks.

Filed by the Galactic Trade Authority – Sector Economic Division.

17	Cartel Endorsement	3,200–3,700	Formidable (5)	One Hutt “likes your work.”
18	Luxury Barge Outfit	3,500–4,000	Formidable (5)	High-end décor & service.
19	Black-Sun Liaison	3,700–4,200	Formidable (5)	Pricey, hush-hush consignment.
20	Grand Hutt Retainer	4,000–4,500	Formidable (5)	Monthly stipend for priority jobs.
21–30 — Imperial Supply Cycle				Audits, standards, big orders.
21	Garrison Tooling	2,200–2,800	Hard (3)	Blaster benches + test rigs.
22	Stormtrooper Kit Care	2,400–3,000	Hard (3)	Armor housing + seals.
23	Docking Bay Systems	2,700–3,300	Daunting (4)	Gates, clamps, and loaders.
24	Navy Cutter Refit	3,000–3,600	Daunting (4)	Starship subsystems.
25	Security Hardening	3,100–3,800	Daunting (4)	Sensors, locks, cams.

Filed by the Galactic Trade Authority – Sector Economic Division.

26	Rifle Calibration Lot	3,300–4,000	Formidable (5)	Batch QA contracts.
27	Quartermaster Seal	3,500–4,300	Formidable (5)	Preferred-status margin.
28	Sector Depot Contract	3,700–4,500	Formidable (5)	Multi-site pipeline.
29	Audit Praise & Bonus	4,200–4,900	Formidable (5)	Exceeds standards.
30	Imperial Logistics Anchor	4,800–5,600	Formidable (5)	Become a key monthly node.
31–40 — Rebel Outfitting Period				Quiet orders, high purpose, careful ops.
31	Civilian Relief Gear	2,000–2,600	Average (2)	Generators, water purifiers.
32	Discrete Mod Kits	2,300–2,900	Hard (3)	Hidden compartments, legal fronts.
33	Courier Droid Mesh	2,600–3,200	Hard (3)	Secure delivery swarms.
34	Sensor-Scrambler Lots	2,900–3,500	Daunting (4)	Fleet of stealthy add-ons.

Filed by the Galactic Trade Authority – Sector Economic Division.

35	“Farm Equipment” Order	3,100–3,700	Daunting (4)	Totally normal plow parts.
36	Med-Bay Supplies	3,300–3,900	Daunting (4)	Field clinics are well-stocked.
37	Rebel Cell Retainer	3,600–4,200	Formidable (5)	Quiet standing contract.
38	Evacuation Hardware	3,800–4,400	Formidable (5)	Beacons, lifters, pods.
39	Recon Drone Suite	4,100–4,800	Formidable (5)	Ruggedized scouts.
40	Hidden Base Buildout	4,500–5,300	Formidable (5)	Big ticket, many parts.
41–50 — Corporate Expansion Wave				Brands spread; procurement loves volume.
41	Franchise Starter Pack	2,600–3,200	Hard (3)	Starter fixtures + signage.
42	Warranty Service Hub	2,900–3,500	Hard (3)	Factory reimbursements add up.
43	Test-Market Pilot	3,100–3,800	Daunting (4)	Data-driven bundle.

Filed by the Galactic Trade Authority – Sector Economic Division.

44	Regional Rollout	3,400–4,100	Daunting (4)	Multi-store fit-out.
45	Corporate Sponsorship	3,700–4,400	Daunting (4)	Co-branded builds.
46	Vendor Consolidation	3,900–4,600	Formidable (5)	Bigger, steadier POs.
47	Preferred Integrator	4,200–4,900	Formidable (5)	Top partner status.
48	Innovation Grant	4,400–5,200	Formidable (5)	R&D subsidy month.
49	Sector Showcase	4,800–5,700	Formidable (5)	PR + sales spike.
50	Corporate Flagship Fit	5,200–6,000	Formidable (5)	Prestige mega-build.
51–60 — Season of Droids				Automation demand across sectors.
51	Agri-Droid Harvest Prep	2,800–3,400	Hard (3)	Seasonal rush.
52	Med-Droid Overhauls	3,000–3,700	Hard (3)	Hospital networks.

Filed by the Galactic Trade Authority – Sector Economic Division.

53	Security Droid Swaps	3,200–3,900	Daunting (4)	Firmware + limbs.
54	Astromech Fleet Tune	3,400–4,100	Daunting (4)	Nav relays + couplers.
55	Protocol Droid Revamp	3,700–4,400	Daunting (4)	Core etiquette packs.
56	Construction Bot Rigs	3,900–4,700	Daunting (4)	Heavy servos + reins.
57	Droid Racing League	4,100–4,900	Formidable (5)	Performance kits sell.
58	Industrial Droid Lease	4,400–5,200	Formidable (5)	Multi-month rentals.
59	Cross-Sector Upgrades	4,700–5,500	Formidable (5)	All roles benefit.
60	Planetwide Automation Push	5,100–6,100	Formidable (5)	Government-funded boom.
61–70 — Black Market Quarter				Quiet channels, high margins, scrutiny risk.
61	Discreet Add-Ons	3,000–3,800	Hard (3)	Hidden holsters & cells.

Filed by the Galactic Trade Authority – Sector Economic Division.

62	Smuggler Hull Mods	3,300–4,100	Daunting (4)	Concealment packages.
63	Scrambler Suites	3,600–4,400	Daunting (4)	Anti-scan kits.
64	Unmarked Drones	3,900–4,700	Daunting (4)	“Found” inventory.
65	Fence Network Access	4,100–5,000	Formidable (5)	Move risky stock.
66	Silent Auction Wins	4,400–5,300	Formidable (5)	Flip rare parts.
67	Cartel Co-Sourcing	4,700–5,600	Formidable (5)	Margins with muscle.
68	Brokered Prototype	5,000–6,000	Formidable (5)	One-off hush build.
69	Black Ledger Retainer	5,300–6,400	Formidable (5)	Monthly hush fees.
70	Syndicate Cornerstone	5,700–7,000	Formidable (5)	You become the go-to.
71–80 — Republic Trade Festival				Authorized fairs; tourism surges.

Filed by the Galactic Trade Authority – Sector Economic Division.

71	Festival Stall Award	3,200–4,000	Hard (3)	Prime placement.
72	Tourism Gear Month	3,500–4,300	Hard (3)	Handy kits & fixes.
73	Artisan Showcase	3,800–4,600	Daunting (4)	Prestige commissions.
74	HoloNet Featurette	4,100–4,900	Daunting (4)	Buzz drives buyers.
75	Guild Prize Contract	4,400–5,200	Daunting (4)	Trophies & custom work.
76	Festival Circuit	4,700–5,600	Formidable (5)	Multi-world tour.
77	VIP Hospitality Builds	5,000–5,900	Formidable (5)	Luxury finishing.
78	Festival Logistics Deal	5,300–6,200	Formidable (5)	Crates, loaders, tags.
79	Trade Authority Honor	5,700–6,700	Formidable (5)	Awards bring orders.
80	Grand Festival Anchor	6,100–7,300	Formidable (5)	You headline the fair.
81–90 — Outer Rim				New settlements need everything.

Filed by the Galactic Trade Authority – Sector Economic Division.

Colonial Season				
81	Settler Welcome Kits	3,600–4,500	Hard (3)	Tools + comms.
82	Colony Power Grid	4,000–5,000	Daunting (4)	Regulators, inverters.
83	Habitat Fabrication	4,400–5,400	Daunting (4)	Prefab nodes.
84	Surveyor Suite Runs	4,800–5,900	Daunting (4)	Mapping packs.
85	Frontier Defense Lots	5,200–6,400	Formidable (5)	Turrets + optics.
86	Agro-Mech Rollout	5,600–6,900	Formidable (5)	Harvest bots galore.
87	Starport Seed Build	6,000–7,400	Formidable (5)	Landing pads + gantries.
88	Colonial Fleet Support	6,500–7,900	Formidable (5)	Tugs, loaders, tools.
89	Sector Charter Grant	7,000–8,400	Formidable (5)	Government stipend.
90	Colony Network Anchor	7,600–9,000	Formidable (5)	Become the supply hub.

Filed by the Galactic Trade Authority – Sector Economic Division.

91–100 — Era of Prosperity				Lightning-in-a-bottle growth.
91	Celebrity Endorsement	7,000–8,500	Daunting (4)	Holo-star boost.
92	Mining Super-Strike	7,500–9,000	Daunting (4)	Ore boom fuels orders.
93	Corporate Syndication	8,000–9,600	Formidable (5)	Franchise pass-through.
94	Hyperlane Spotlight	8,500–10,200	Formidable (5)	On the map, literally.
95	Government Strategic Buy	9,000–11,000	Formidable (5)	Priority procurement.
96	Sectorwide Automation	9,800–12,200	Formidable (5)	Droids everywhere.
97	Mega-Shipyards Fit-Out	10,500–13,500	Formidable (5)	Tier-1 naval builds.
98	Pan-Galactic Distributor	11,500–15,000	Formidable (5)	You supply the suppliers.
99	Trade Empire Moment	13,000–18,000	Formidable (5)	Your name equals quality.

Filed by the Galactic Trade Authority – Sector Economic Division.

100	Golden Ledger Month	15,000–20,000+	Formidable+	Historic windfall; legend tier.
-----	------------------------	----------------	-------------	---------------------------------



Per-Job Income Roll Table (d100)

Roll once per completed contract or commission. Apply skill, upgrades, and random events after.

d100	Result	Job Payout (Credits)	Difficulty	Notes / Flavor
1–10 — Local Odd Jobs				Routine walk-ins, minor work, fast turnover.
1	Basic Tune-Up	50–100	Easy (1)	Simple calibration or refuel.
2	Tool Repair	75–150	Easy (1)	Replace worn parts; steady work.
3	Farm Droid Patch	100–200	Easy (1)	Rural bot maintenance.
4	Speeder Battery Swap	150–250	Easy (1)	Quick change, fast pay.
5	Moisture Pump Adjustment	200	Easy (1)	Desert homestead fix.
6	Scrap Cleanup	100	Average (2)	Haul debris, earn salvage rights.

Filed by the Galactic Trade Authority – Sector Economic Division.

7	Sensor Re-wire	150–250	Average (2)	Domestic sensors offline.
8	Basic Droid Reskin	200–300	Average (2)	Cosmetic paint or shell refit.
9	Market Stall Setup	250	Average (2)	Help the merchant automate the kiosk.
10	Cantina Light Fix	300	Average (2)	Replace fixtures, get tips.
11–20 — Merchant & Transit Work				Repairs and setups tied to traders and shuttles.
11	Shuttle Dock Clamp	350	Average (2)	Quick starport work.
12	Cargo Droid Alignment	400	Average (2)	Fix loader programming.
13	Vendor Display Build	450	Hard (3)	Holo-booth assembly.
14	Starport Door Motor	500	Hard (3)	Mechanized gate system.
15	Hovercart Retrofit	550	Hard (3)	Performance boost job.
16	Droid Arm Replacement	600	Hard (3)	Custom mechanical limb.
17	Shuttle Nav Recalibration	650	Hard (3)	Flight systems tuned.

Filed by the Galactic Trade Authority – Sector Economic Division.

18	Cargo Bay Safety Audit	700	Daunting (4)	Long hours; precise work.
19	Freight Skiff Refit	750	Daunting (4)	Multi-day overhaul.
20	Trade Convoy Contract	800–1,000	Daunting (4)	Extended, steady contract.
21–30 — Corporate or Institutional Jobs				Clean contracts, high expectations.
21	School Droid Maintenance	850	Average (2)	Simple but repetitive.
22	Hospital Scanner Repair	900	Hard (3)	Requires careful calibration.
23	Research Assistant Build	1,000	Hard (3)	Specialty droid creation.
24	Bank Security Console	1,100	Daunting (4)	Restricted access site.
25	Factory Conveyor Upgrade	1,200	Daunting (4)	Industrial contract.
26	Warehouse Automation	1,300	Daunting (4)	System install.

Filed by the Galactic Trade Authority – Sector Economic Division.

27	Corporate Showcase Droid	1,400	Formidable (5)	High polish and presentation.
28	Law Enforcement Mod	1,500	Formidable (5)	Armor & compliance tweaks.
29	Military Prototype Tune	1,600	Formidable (5)	Secretive, intense schedule.
30	Government Tender	1,700–2,000	Formidable (5)	Multi-agency paperwork.
31–40 — Smuggler’s Workbench				Under-the-table jobs, fast cash, risk of inspection.
31	Concealment Compartment	900	Hard (3)	Hide small goods.
32	Blaster Re-chamber	1,000	Hard (3)	“Custom” power settings.
33	Forged Transponder Chip	1,200	Daunting (4)	Quick illegal firmware.
34	Hidden Holster	1,300	Daunting (4)	Fast draw rig.
35	Armor Re-plate	1,400	Daunting (4)	Non-standard composite mix.

Filed by the Galactic Trade Authority – Sector Economic Division.

36	Cloaking Circuit	1,600	Formidable (5)	Advanced stealth tech.
37	Stealth Droid Assembly	1,800	Formidable (5)	Black-market AI.
38	Bounty Transmitter Jammer	2,000	Formidable (5)	Risky anti-tag tech.
39	Cartel Retainer	2,200	Formidable (5)	Standing deal; watch your back.
40	Shadow Client Commission	2,400+	Formidable +	Anonymous patron pays well.
41–50 — Adventurer & Bounty Contracts				Combat gear, tools, and urgent repairs.
41	Weapon Tune-Up	800	Average (2)	Clean and align blasters.
42	Armor Joint Replacement	900	Average (2)	Mobility improvement.
43	Portable Shield Refit	1,100	Hard (3)	Defensive enhancement.
44	Jetpack Stabilizer	1,300	Hard (3)	High-risk test flight.

Filed by the Galactic Trade Authority – Sector Economic Division.

45	Vibroblade Calibration	1,400	Hard (3)	Edge harmonics work.
46	Tracking Beacon Install	1,500	Daunting (4)	Stealthy hardware job.
47	Targeting Optic Sync	1,700	Daunting (4)	Precision electronics.
48	Jetpack Emergency Repair	1,800	Daunting (4)	Burn hazard risk.
49	Bounty Droid Assist	1,900	Daunting (4)	Custom subroutine package.
50	Mercenary Arsenal Refit	2,000–2,500	Formidable (5)	Large loadout rebuild.
51–60 — Starship & Vehicle Services				Pilots and smugglers keep you very busy.
51	Speeder Tune-Up	900	Average (2)	Routine checkup.
52	Navcomputer Fix	1,200	Hard (3)	Software replacement.
53	Shield Generator Realign	1,400	Hard (3)	High energy risk.

Filed by the Galactic Trade Authority – Sector Economic Division.

54	Hyperdrive Cleaning	1,600	Hard (3)	Tedious and dirty.
55	Thruster Rebalance	1,800	Daunting (4)	Flight tests needed.
56	Cargo Bay Retool	2,000	Daunting (4)	Fit modular cargo holds.
57	Shipboard Droid Setup	2,200	Daunting (4)	Integrate ship AI.
58	Starship Armor Panel	2,400	Formidable (5)	Hull plate replacements.
59	Slicer Node Upgrade	2,600	Formidable (5)	Security software install.
60	Full System Overhaul	3,000–3,600	Formidable (5)	Major refit contract.
61–70 — Academic & Research Commissions				Scholars and inventors pay in long credits.
61	Prototype Assembly	1,500	Hard (3)	Early concept build.
62	Data Recorder Repair	1,700	Hard (3)	Lost-era recorder unit.

Filed by the Galactic Trade Authority – Sector Economic Division.

63	Astrophysics Sensor Rig	1,900	Daunting (4)	Needs exact calibration.
64	Holo-Archive Restoration	2,100	Daunting (4)	Cultural artifact.
65	Survey Probe Construction	2,400	Daunting (4)	Multi-unit build.
66	Archaeology Drone	2,600	Daunting (4)	Field exploration model.
67	Theoretical Engine Model	2,800	Formidable (5)	Experimental drive testbed.
68	Planetary Weather Net	3,000	Formidable (5)	Array calibration.
69	Research Grant Contract	3,200	Formidable (5)	Steady stipend.
70	University Exhibition Build	3,500	Formidable (5)	Prestigious exposure.
71–80 — Outer Rim Expeditions				Explorers and miners fund daring fieldwork.
71	Survival Gear Mods	1,800	Hard (3)	Adapted for harsh worlds.

Filed by the Galactic Trade Authority – Sector Economic Division.

72	Atmospheric Sensor Pod	2,000	Hard (3)	Air quality detectors.
73	Terraforming Drone	2,300	Daunting (4)	Early phase prototype.
74	Mining Rig Repair	2,600	Daunting (4)	Deep shaft machinery.
75	Survey Scanner Sync	2,900	Daunting (4)	Planet mapping system.
76	Hover Hauler Refit	3,200	Daunting (4)	Industrial load unit.
77	Prospecting Droid	3,500	Formidable (5)	Geological scanner.
78	Atmospheric Generator	3,800	Formidable (5)	Terraform tech contract.
79	Colonial Outpost Array	4,200	Formidable (5)	Full network installation.
80	Exploration Flagship Refit	4,800–5,400	Formidable (5)	Major frontier rebuild.
81–90 — Exotic or				Unusual commissions with mystical resonance.

Filed by the Galactic Trade Authority – Sector Economic Division.

Force-Touched Work				
81	Ancient Droid Activation	2,400	Hard (3)	Unknown language or logic core.
82	Kyber Stabilizer Mount	2,700	Daunting (4)	Rare crystal focusing.
83	Jedi Holoprojector Repair	3,000	Daunting (4)	Lost Order tech.
84	Relic Weapon Polish	3,300	Daunting (4)	Old saber hilts or artifacts.
85	Guardian Monument Circuit	3,600	Formidable (5)	Energy node alignment.
86	Temple Sensor Node	3,900	Formidable (5)	Rebuild the ancient beacon.
87	Holocron Interface	4,200	Formidable (5)	Dangerous if mishandled.
88	Spirit-Imbued Droid	4,600	Formidable (5)	Whispers in its core.
89	Sith Relic Reforging	5,000	Formidable (5)	Corruptive echoes.

Filed by the Galactic Trade Authority – Sector Economic Division.

90	Light of the Maker Project	5,500+	Formidable +	Mystical breakthrough.
91–100 — Legendary Commissions				Epic contracts that echo through the galaxy.
91	Royal Palace Defense System	6,000	Daunting (4)	Full protection install.
92	Starship Captain's Custom	6,500	Daunting (4)	Personalized command AI.
93	Sector Fleet Retrofit	7,000	Formidable (5)	Multi-ship series.
94	Prototype Starfighter	8,000	Formidable (5)	Covert engineering project.
95	Grand Arena Droid	9,000	Formidable (5)	Combat celebrity model.
96	Battle Station Node	10,000	Formidable (5)	Core reactor access.
97	Republic Research Grant	11,000	Formidable (5)	Paid multi-cycle project.

Filed by the Galactic Trade Authority – Sector Economic Division.

98	Empire-Class Refit	12,000	Formidable +	Massive engineering feat.
99	Galactic Trade Authority Build	15,000	Formidable +	Official commission.
100	Artifact of Destiny	20,000+	Formidable +	A legendary creation remembered forever.



Random Events Table (d100)

Roll once at the GM's discretion after any income roll. Events can modify profit, introduce encounters, or set up future missions.

d100	Event	Effect / Modifier	Notes / Lore
1–10 — Daily Disruptions			Minor frustrations and luck swings.
1	Power Surge	Lose 100–300 credits	The short-circuited tool burns out.
2	Droid Malfunction	Lose 1 Advantage	Shop help goes haywire.
3	Delivery Delay	Reroll next week's income	Supplies stranded in hyperspace.
4	Miscommunication	–1 Success	Client misunderstood specs.
5	Late Payment	–50 Credits	Customer pays “next cycle.”
6	Maintenance Rush	50 Credits	Emergency jobs boost short-term.
7	Droid Humor Malfunction	No effect	But it won't stop telling jokes.
8	Unexpected Tip	100 Credits	A grateful client leaves a bonus.

Filed by the Galactic Trade Authority – Sector Economic Division.

9	Favor Owed	1 Boost die next roll	Word of mouth spreads.
10	Tool Upgrade Found	1 Advantage	Scavenged part improves workflow.
11–20 — Guild Business			Regulations, opportunities, and rivalries.
11	Guild Audit	Lose 200 Credits	Minor infractions, small fine.
12	Rival Mechanic Spreads Rumors	Add +1 Setback die	Customers are skeptical for one session.
13	Quality Inspection	100 Credits	An excellent rating earns a reward.
14	Certification Renewal	–100 Credits	Annual paperwork fee.
15	Apprentice Assistance	1 Success	An enthusiastic helper saves time.
16	Tool Requisition	–50 Credits	Replace the worn tool set.
17	Workshop Collaboration	150 Credits	Shared project profits.
18	Local Competition	–1 Success	Price war in town.
19	Guild Sponsorship	200 Credits	Subsidized materials.

Filed by the Galactic Trade Authority – Sector Economic Division.

20	Guild Feud Escalates	Gain Obligation (5)	Politics spills over.
21–30 — Smuggler’s Influence			The underworld always finds a way in.
21	“Special” Client Visit	100 Credits	No questions asked.
22	Shakedown	Lose 150 Credits	Paid to “stay safe.”
23	Illegal Component Cache	250 Credits	Risk of inspection if discovered.
24	Contraband Delivery Error	–200 Credits	Wrong crate delivered.
25	Hutt Collector	400 Credits	Repaired an antique—valuable.
26	Black Market Lead	1 Boost die next month	Rumor of parts exchange.
27	Bribed Inspector	Lose 300 Credits	But stay open for business.
28	Smuggler Favor	2 Advantage	Future discount on rare materials.
29	Crime Lord’s Interest	Gain Obligation (10)	“They like your work.”

Filed by the Galactic Trade Authority – Sector Economic Division.

30	Hidden Bounty Tag	Roll Cool vs. Hard	Someone's tracking your goods.
31–40 — Imperial Oversight			Authority visits, paperwork, or peril.
31	Customs Check	Lose 100 Credits	Fees and scanning delays.
32	Stormtrooper Patrol	No effect	“Just doing our rounds.”
33	Supply Seizure	Lose 300 Credits	Inventory “requisitioned.”
34	Military Order	400 Credits	Forced contract pays well.
35	Surveillance Install	1 Boost die next week	Imperial tech improves security.
36	Inspection Pass	200 Credits	“You run a tight shop.”
37	Informant Snitch	1 Threat	Someone sold your data.
38	Imperial Tax Increase	–250 Credits	New tariffs bite profits.
39	Officer Patron	500 Credits	A colonel's gear becomes your project.
40	Imperial Shutdown	Lose half this week's income	“Security concerns.”

Filed by the Galactic Trade Authority – Sector Economic Division.

41–50 — Local Life & Weather			Environmental and cultural effects.
41	Sandstorm	–100 Credits	No customers all day.
42	Festival Crowds	150 Credits	Celebration drives business.
43	Power Outage	Lose 1 day of work	Generators offline.
44	Market Stall Fire	–200 Credits	Minor damage, insurance pays little.
45	Storm Shelter Repair	1 Success	Helping neighbors builds trust.
46	Good Harvest	250 Credits	Locals are flush with cash.
47	Bad Harvest	–150 Credits	Credit flow tightens.
48	Wildlife Intrusion	Lose 50 Credits	Something chewed the cables.
49	Community Festival Sponsorship	300 Credits	Great publicity, minor cost.
50	Local Legend Spreads	2 Advantage	Reputation bonus for next roll.

Filed by the Galactic Trade Authority – Sector Economic Division.

51–60 — Business Expansion			Growth pains, upgrades, new markets.
51	New Hire	–100 Credits	Training costs.
52	Talented Technician	1 Success	Cuts repair time.
53	Relocation Consideration	–200 Credits	Rent survey, lost time.
54	Supplier Contract	400 Credits	Steady monthly stock.
55	Vendor Partnership	1 Advantage	Network bonus.
56	Expansion Loan	Gain Obligation (5)	Capital injection with strings.
57	Facility Renovation	–300 Credits	Noise, delays, and paint.
58	Tool Upgrade	250 Credits	Faster assembly line.
59	Product Launch	600 Credits	HoloNet buzz sells well.
60	Expansion Success	1 Triumph	Profits double next cycle.

Filed by the Galactic Trade Authority – Sector Economic Division.

61–70 — Strange Encounters			Unusual visitors and happenings.
61	Mysterious Hooded Figure	1 Triumph	Pays in unmarked bars.
62	Force Storm	–1 Success	Tools react strangely.
63	Glowing Crystal	200 Credits	You sell it to a collector.
64	Poltergeist Activity	Lose 100Credits	Spooked customers leave early.
65	Ancient Droid Awakens	Gain Knowledge (Lore) +1	It remembers things it shouldn't.
66	Holocron Flicker	1 Advantage	Cryptic message improves insight.
67	Night Vision Disturbance	–50 Credits	Insomnia, late mistakes.
68	Echo in the Force	1 Success	Clarity moment enhances skill.
69	Unseen Ally	1 Boost die next check	Shop protected by unseen will.
70	Dark Whispers	1 Threat	Lingering dread in the air.

Filed by the Galactic Trade Authority – Sector Economic Division.

71–80 — Economic Shifts			Markets rise and fall.
71	Material Shortage	–300 Credits	Components scarce.
72	Price Surge	400 Credits	Demand exceeds supply.
73	Inflation Spike	–200 Credits	Every day, costs rise.
74	Tax Holiday	250 Credits	Reprieve.
75	New Trade Route	1 Advantage	Cheap imports boost output.
76	Competitor Collapse	500 Credits	You absorb their clients.
77	Overproduction	–150 Credits	Shelves overloaded.
78	Market Report Favorable	300 Credits	Stock confidence is high.
79	Regional Recession	–250 Credits	Customers tighten budgets.
80	Economic Boom	1 Triumph	All rolls next month +1 Success.

Filed by the Galactic Trade Authority – Sector Economic Division.

81–90 — Personal Affairs			Life beyond the workbench.
81	Family Visit	–50 Credits	Take time off.
82	Birthday Celebration	50 Credits	Happy mood, small bonus.
83	Sudden Illness	Lose one roll	Bed rest is mandatory.
84	Romantic Gift	–100 Credits	You spend, but gain +1 Boost next check.
85	Rival Date Rumor	–1 Advantage	Distracting drama.
86	Old Friend Returns	100 Credits	Shared nostalgia.
87	Pet Companion Found	1 Advantage	Boost to morale.
88	Mentor Letter	1 Success	Encouraging advice.
89	Family Emergency	–200 Credits	Travel expense.
90	Personal Triumph	1 Triumph	Renewed purpose, inspired results.
91–100 — Galactic Events			Massive shifts ripple through the stars.

Filed by the Galactic Trade Authority – Sector Economic Division.

91	Republic Inspection	Lose 300 Credits	Safety updates required.
92	Trade Authority Audit	700 Credits	Official recognition of excellence.
93	Jedi Visit	1 Triumph	Wisdom shared freely.
94	Sith Agent	1 Threat	Unsettling presence lowers morale.
95	Warfront Demand Spike	600 Credits	Blasters and armor surge.
96	Planetary Evacuation	Lose half income	Disaster hits the colony.
97	New Hyperlane Opens	700 Credits	Shipping speeds double.
98	Sector Rebellion	–500 credits	Trade blockades begin.
99	Galactic Peace Treaty	1 Triumph	Reconstruction boom begins.
100	Era Shift	Reset All Modifiers	Galaxy changes forever; roll anew next cycle.

Specific Upgrades and Degrade Table (1D10)

You may select specific upgrades directly from this table or randomly roll 1d10 on the type of upgrade you may choose to determine them.

1D10	Upgrade / Expansion	Credit Cost	Effect	Notes
1–10 — Tools & Equipment				Basic improvements to the shop workflow.
1	Auto-Calibration Tools	1,000	1 Boost to all repair checks	Speeds up mechanical jobs.
2	Precision Scanner	1,500	1 Boost to Diagnostics	Detects micro-faults.
3	Droid Arm Assistant	2,000	1 Success once per session	Automated helper.
4	Portable Energy Field	2,200	Prevents 1 Threat result	Tool insulation.
5	Power Stabilizer	2,500	10% profit on electrical jobs	Reduces energy waste.
6	Modular Workbench	3,000	1 Advantage in crafting	Perfect workspace layout.
7	Shockproof Gauntlets	1,000	1 Boost to Mechanics	Prevents burns and jolts.

Filed by the Galactic Trade Authority – Sector Economic Division.

8	Vibro-Clamp Kit	1,800	Re-roll 1 failed check weekly	Sturdy mounts.
9	Sensor Grid Array	2,800	1 Success on salvage jobs	Detects hidden parts.
10	Smart Welder	3,000	15% profit on all fabrication	Micro-controlled arc tools.
11–20 — Facilities & Stations				Improve structure and comfort.
11	Cooling System Upgrade	2,000	1 Advantage of a long task	Regulated environment.
12	Droid Maintenance Bay	4,000	25% profit on droid jobs	Accepts multiple clients.
13	Fuel Cell Generator	3,500	No power interruptions	Ignore Power Surge events.
14	Security Doors	2,200	Reduce the chance of theft	+1 Setback to burglary rolls.
15	Rest Station	1,000	1 Strain recovery per session	Better morale.
16	Refresher & Locker Room	1,500	1 Boost to Staff rolls	Hygiene & comfort.

Filed by the Galactic Trade Authority – Sector Economic Division.

17	Maintenance Pit	3,200	10% ship repair profit	Ideal for speeders & craft.
18	Cooling Gel Floors	4,200	–1 Difficulty with heavy labor	Smooth & cool workspace.
19	Droid Storage Racks	2,700	5% profit on recurring clients	Efficient organization.
20	Reinforced Roof	2,000	Ignore one environmental penalty	Survives harsh climates.
21–30 — Business Operations				Reputation, outreach, and clientele upgrades.
21	Marketing Droid	2,500	1 Advantage in each session	Promotes the shop widely.
22	HoloNet Listing	3,000	10% base income	Sector visibility.
23	Trade License	3,500	Access corporate jobs	Opens new clients.
24	Holo-Advert Billboards	4,000	1 Triumph on one monthly roll	Major visibility event.
25	Guild Membership	2,000	1 Boost on contract rolls	Easier negotiations.
26	Branded Packaging	1,200	5% income	Appealing visuals.

Filed by the Galactic Trade Authority – Sector Economic Division.

27	Delivery Droid	2,800	1 Advantage on all deliveries	Speeds up shipping.
28	Local Partner Network	3,600	10% steady profit	Shared logistics.
29	Sales Counter AI	4,000	1 Success in Negotiation	Automated charm.
30	Franchising Blueprint	5,000	25% monthly profit	Multiply presence.
31–40 — Staff & Specialists				Hire or train additional crew.
31	Apprentice	1,000	1 Boost once per week	Light labor.
32	Senior Technician	3,000	1 Success in each session	Skilled employee.
33	Security Droid	2,000	Prevents Theft Events	Guard the shop.
34	Diplomat Contact	3,500	–1 Difficulty on Imperial checks	Reduces red tape.
35	Accountant Droid	2,800	1 Advantage: tracks profits	Keeps clean ledgers.
36	Engineer Consultant	4,000	1 Triumph on R&D job	Expert advisor.

Filed by the Galactic Trade Authority – Sector Economic Division.

37	Streetwise Fixer	2,000	1 Boost on black market jobs	Underworld contact.
38	Combat Specialist	3,000	5% income from mercenary gear	Sharp clientele.
39	Celebrity Spokesbeing	4,200	20% monthly profit	Brand ambassador.
40	Loyal Crew Team	5,000	1 Triumph per month	Perfect synergy.
41–50 — Starship Facilities				Add-ons for vehicle-grade work.
41	Landing Pad	3,500	Accept small craft	Expands client list.
42	Docking Bay	5,000	10% starship job profit	Full hangar space.
43	Starship Tool Crate	2,000	1 Boost on the ship Mechanic	Specialized kit.
44	Fuel Refinery	6,000	500 cr monthly income	Steady export.
45	Refueling Station	7,000	1 Advantage weekly	Passive profit & service.
46	Shield Test Chamber	8,000	1 Triumph on starship jobs	Safety certification.

Filed by the Galactic Trade Authority – Sector Economic Division.

47	Ship Diagnostic System	5,500	2 Success on ship repair rolls	High precision.
48	Hangar Security Field	4,500	Prevents sabotage events	Protects inventory.
49	Mini Dry Dock	9,000	25% significant craft profit	Accepts full ships.
50	Starport License	12,000	30% profit on space contracts	Galactic-level business.
51–60 — Comfort & Lifestyle				Quality of life, morale, and appearance.
51	Recreation Lounge	2,500	1 Boost morale checks	Social hub.
52	Living Quarters	3,000	1 Strain recovery per week	Rested owner = better focus.
53	Caf Dispenser	800	1 Advantage daily	Keeps everyone alert.
54	Personal Workshop	4,000	1 Triumph personal projects	Private innovation zone.
55	Greenhouse Dome	2,000	1 Boost morale	Improves air & food.

Filed by the Galactic Trade Authority – Sector Economic Division.

56	Shop Mascot Droid	1,200	1 Advantage to charm rolls	Draws customers in.
57	Meditation Room	3,200	1 Success on Force checks	Clarity and calm.
58	Cultural Decor	2,800	1 Advantage when negotiating	Familiar appeal.
59	Music System	1,000	1 Boost to teamwork rolls	Motivational beats.
60	Artisan Lighting	2,000	5% sale value	Creates a high-end feel.
61–70 — Advanced Production				Research, R&D, and automation.
61	Replicator Bench	8,000	2 Success on crafting	Copy templates easily.
62	AI Planning Matrix	10,000	1 Triumph R&D	Predicts ideal workflows.
63	Nanoforge Array	15,000	25% job speed	Atomically precise tools.
64	Modular Factory Arm	12,000	20% throughput	Multi-axis machine.
65	Experimental Reactor	18,000	1 Triumph on energy builds	Dangerous but efficient.

Filed by the Galactic Trade Authority – Sector Economic Division.

66	Research Database	6,000	1 Success on learning checks	Archives schematics.
67	Droid Brain Lab	9,000	15% droid profit	Develops unique personalities.
68	Quantum Data Node	20,000	1 Triumph per session	Predictive analytics.
69	Prototype Lab	25,000	50% on R&D projects	Elite facility.
70	Secret Workshop	30,000	2 Triumph hidden jobs	Cloaked from scanners.
71–80 — Reputation & Influence				Social connections and political reach.
71	Local Sponsor	2,000	1 Advantage per week	Public goodwill.
72	Sector Agent	4,000	1 Success on legal rolls	Government contact.
73	HoloPress Feature	5,000	10% all sales	Popularity boost.
74	Minor Celebrity Status	7,000	1 Triumph per month	Fame attracts wealth.
75	Senatorial Contact	10,000	15% profit on core contracts	Political access.

Filed by the Galactic Trade Authority – Sector Economic Division.

76	Rebel Sympathizer	—	Access rebel-only clients	Risk vs. reward.
77	Imperial Contractor	—	Access Imperial-only jobs	High pay, scrutiny.
78	Guild Council Seat	12,000	25% profit on guild rolls	Prestige and votes.
79	Holovid Series	8,000	1 Triumph on public rolls	Celebrity mechanic.
80	Galactic Trade License	15,000	1 Triumph, +30% profit	Unrestricted commerce.
81–100 — Legendary Infrastructure				Endgame upgrades of mythic scale.
81	Droid Assembly Line	25,000	2 Success per session	Continuous output.
82	Energy Refinery	30,000	500 cr/week passive	Self-sustaining power.
83	Multi-System Franchise	40,000	50% monthly income	Regional operation.
84	Planetary Factory	60,000	100% monthly income	Sector-wide contracts.

Filed by the Galactic Trade Authority – Sector Economic Division.

85	Space Elevator Dock	80,000	1 Triumph, +1,000 cr/week	Transports everything.
86	Orbital Foundry	90,000	150% manufacturing	Zero-G perfection.
87	Interplanetary Shipping Fleet	120,000	2 Triumph monthly	Galactic distribution.
88	AI-Controlled Megaforge	150,000	2 Triumph all rolls	Perfect machine mind.
89	Starbase Commerce Hub	200,000	250% total income	Centralized empire.
90–100	The Galactic Legacy	300,000+	Permanent +3 Triumph	Your name becomes a legend.
91–100 — Galactic Events			Massive shifts ripple through the stars.	Epic contracts that echo through the galaxy.
91	Republic Inspection	Lose 300 Credits	Safety updates required.	Full protection install.
92	Trade Authority Audit	700 Credits	Official recognition of excellence.	Personalized command AI.
93	Jedi Visit	1 Triumph	Wisdom shared freely.	Multi-ship series.

Filed by the Galactic Trade Authority – Sector Economic Division.

94	Sith Agent	1 Threat	Unsettling presence lowers morale.	Covert engineering project.
95	Warfront Demand Spike	600 Credits	Blasters and armor surge.	Combat celebrity model.
96	Planetary Evacuation	Lose half income	Disaster hits the colony.	Core reactor access.
97	New Hyperlane Opens	700 Credits	Shipping speeds double.	Paid multi-cycle project.
98	Sector Rebellion	–500 credits	Trade blockades begin.	Massive engineering feat.
99	Galactic Peace Treaty	1 Triumph	The reconstruction boom begins.	Official commission.
100	Era Shift	Reset all negative Modifiers	Galaxy changes forever; roll a new next cycle.	A legendary creation remembered forever.

Thanks for reading, and I hope this inspires your campaigns for homesteads & businesses for making passive & direct incomes.

;)