

Five Parsecs From Home – Job Log

Dead	Patron	Location	Hazard Pay	Benefits	Hazards	Conditions	Turn # to Complete	Turns to Accept	Notes

Turn # to Complete – for jobs not due this campaign turn, note the turn number by which turn job must be completed. **Turns to Accept** (*optional*) – roll 1d6 and note the number of turns you have to accept the job (added to the current turn, can never be more than Turn # to Complete - 1). Before each crew assignment phase, reduce this number by 1. Roll 1d6 and if you roll that number or lower, the job is still open. If not, then some other crew took the job and it is now dead.