

CORPORATION

Corporation Licenses List v2

The following pages contain all Official Licenses listed in CORPORATION Books and Supplements to date.

Thus far (October 2010) this list covers the following Books, Official Modules and S&P Entries:

- Core Rules (CR)
- The Eastern Bank (EB)
- Machines of War (MoW)
- The Dragon Awoken (DA)
- Incorporated Volume I (Inc. v1)
- Mind Unbound (MU)
- Signs & Portents (Articles)

Current List built upon work started by Felix Munter and Katharina Prost. List will be extended with entries in upcoming Sourcebooks.

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CR = Core Rules

EB = The Eastern Bank

MoW = Machines of War

DA = The Dragon Awoken

Inc. v1 = Incorporated Volume I

MU = Mind Unbound

Corporation Licenses

Authority Licenses	Level	Prerequisites	Location	Page
Anti-Gravity Vehicle	1	License: Vehicle (Domestic or Military) ; Training: Anti-Gravity Pilot	MoW	21
Biokine Registration	0	Biokine Training	MU	55
Commercial Inspectors	2	License: Search (Commercial)	MoW	21
Curfew Exemption	1	UIG Officer, Federation UAS or specially selected individuals	EB	17
Customs	4	Corporation Knowledge 5; Rank 2	CR	26
Cyberlin Appropriation	4	License: Public Appropriation ; Training: Cyberlin Pilot ; Rank 3	DA	19
Cyberlin Pilot	4	License: Vehicle (Military) ; Training: Combat Pilot ; Pilot Skill at 8+	MoW	21
Detainment	2		CR	26
Distinction Bestowal	20		EB	17
Engineering, Subspace	1	Training: Subspace Mechtronics	EB	17
Interchange Security	1	License: Relevant Weapon	MoW	22
Nippon Border Guard	5	Shi Yukiro Agent	EB	17
Pollution Control Officer (PCO)	2	License: Biohazard and Toxin ; Pollution Analyzer	EB	17
Privacy	5	Rank 2	CR	26
Public Appropriation	2		CR	26
Response Driver	1	License: Law Enforcement ; Drive 8	DA	19
Search (Commercial)	2	Rank 2	CR	26
Search (Domestic)	1		CR	26
Telepathic Anomaly	0		MU	55
Telepathics	1 - 10	Training: Telepath	CR	27
Termination 1	2	Rank 2	CR	27
Termination 2	5	Rank 4	CR	27
Termination 3	8	Rank 6	CR	27
Traffic	2		CR	27
Transmitted Entertainment	0		MoW	22
Vehicle (Domestic)	1	Drive 1	CR	27
Vehicle (Military)	3	Drive 2	CR	27
World Database License	4	Rank 1	CR	27

Corporation Licenses

Equipment Licenses	Level	Prerequisites	Location	Page
Animal (Large)	1	License: Animal (Small)	EB	17
Animal (Small)	1		EB	17
Biosequencer	3	License: Medical ; Medicine 6; Science 6	MoW	21
Combat Drug	2	Medicine 1	CR	26
Cybernetic Animal	1	Training: Animal Skills	CR	26
DCRT Rig	4	Psychology 6; Science 1	MU	55
GET (Basic)	2		MoW	21
GET (Advanced)	2	License: GET License (Basic)	MoW	21
Heavy Firearms	3	Heavy Firearms 4; Rank 1	CR	26
Hollowall	1		MoW	21
Industrial Cybernetics	1		EB	17
Light Firearms	1	Level 1	CR	26
Nanotech	1	Mechtronics 5	EB	17
Offensive Equipment 1	1	Support Weapons 1; Rank 1	CR	26
Offensive Equipment 2	2	License: Offensive Equipment 1 ; Support Weapons 1; Rank 1; Level 3	CR	26
Over-Risk	5	Relevant Weapon Skill 8; Rank 3	EB	17
Powered Melee	2	Close Combat 4	CR	26
Replicant	1		MoW	21
Resonance Weapon (Grade 2)	2		MU	55
Satblanket	2	Rank 2; Level 2	CR	26
Satellite	5	Mechatronics 5; Rank 1; Satellite Monitoring Station	MoW	21
Security	2		CR	26
Specific Equipment	3	Relevant Weapon Skill 6	CR	26
Tactical Firearms	2	Tactical Firearms 1	CR	26
Xeno Equipment	2		MoW	21
Xeno Weapons	2	License: Appropriate Weapon	MoW	21

Professional Licenses		Prerequisites	Location	Page
ASO Chip (Authorised Scan Only)	5	Rank 3	DA	19
Biohazard and Toxin	3	Medicine 5; Science 5	CR	27
Bounty Hunters	1		CR	27
Cloning – Class A (Organisms)	3	License: Medical ; Training: Cloning Science ; Medicine 8; Science 8; UIG Approved Cloning Facility	MoW	23
Cloning – Class B (Medical)	2	License: Medical ; Training: Cloning Science ; Medicine 5; Science 8; UIG Approved Cloning Facility	MoW	22
Cloning – Class C (Scientific)	1	License: Medical ; Training: Cloning Science ; Medicine 6; Science 7; UIG Approved Cloning Facility	MoW	22
Cyberneticists	2	Training: Surgeon ; Cybernetics & Robotics 6	CR	27
Diplomat	4	Presence 5; Corporation Knowledge 7; Looking Good 3	EB	17
Freelance Agent	4	Corporate Agent; Rank 2	Inc. v1	33
Genengineering	2	Medicine 7; Science 6	MoW	23
Gladiators	1	Strength & Endurance 3+; Intelligence 4+; Athletics 1; A Combat Skill at Level 1	EB	17
Law Enforcement	0	UIG Officer or Corporate Agent	CR	27
Liquor	2	1000¢ annual fee per 50 people	EB	17
Maintenance	1	Mechtronics 6	MoW	23
Medical	1	Medicine 6	CR	27
Nanotech	1	Mechtronics 5	MoW	23
Part-Time Freelance Agent	3	License: Law Enforcement ; All Base STATs 5+; I. C. E. Technology; Neural Stabilisers; Rank 1	Inc. v1	33
Preachers	1		CR	27
Robotics	1	Cybernetics & Robotics 3	CR	27
Type 2 Executives	10	Corporate Knowledge 5; Rank 4	Inc. v1	33
Vending	1	Corporation Knowledge 1	CR	27
Weapon Retail (Commercial)	10	License: Vending ; License: Relevant Weapons	EB	18
Weapon Retail (Private)	2	License: Vending ; License: Relevant Weapons	EB	18
Weapons Manufacture (Private)	1	License: Relevant Weapons ; Mechtronics 3	EB	18
Weltball Player	1	Strength & Endurance 6+; Intelligence 4+; Athletics 1	EB	18
Xenotech	3	Assess Tech 5; Mechtronics 5	MoW	23

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BIO Licenses

	Level	Prerequisites	Location	Page
BIO (Combat)	5	Training: Animal Skills ; Training: BIO Keeper ; Approved Secure Storage Area	MoW	23
BIO (Companion)	1		MoW	23
BIO (Guardian)	2	Training: Animal Skills ; Training: BIO Keeper	MoW	23
BIO (Utility)	2	Training: BIO Keeper	MoW	23
BIO Genengineering	3	Training: BIO Keeper ; Training: Genengineering ; Medicine 3; Science 7	MoW	23
BIO Menagerie	4	Training: BIO Keeper ; License: Appropriate BIO Licenses	MoW	23
BIO Retail	3	License: Vending ; License: Appropriate BIO License for the BIO you are selling	MoW	23