

NEW SYSTEM FOR LICENSES

The Core Rules states that you acquire licences in two ways:

1. During Character Creation.
2. By spending downtime and cash.

Although this system suffices, years of playing have eventually revealed that this is not really contributing to character development and in-game licence use in the way it was intended. For this reason these rules introduce a whole new way to acquire licenses which we recommend you use instead. If you prefer the old system you are obviously free to use it.

USING LICENSE POINTS

Downtime and Cash No Longer Needed

You no longer spend downtime or money to acquire licenses. You just spend license points. Your choices must still be approved by the UIG, this typically takes 2D6 hours.

LICENSES AT CHARACTER CREATION

This remains the same, you gain 8 points of Licenses and must meet all the prerequisites.

AQUIRING LICENSE POINTS

LICENSE DISTRIBUTION QUOTA

As it has always been, corporations are given freedom by the UIG to award licenses to their Agents. A corporation's ability to distribute licenses is based on their contribution to the UIG's world peacekeeping efforts. The more valuable the corporation has been the more licenses it is allowed to distribute to its Agents.

For example, if the UIG wanted to run a crackdown on money laundering and needed to study the financial records of a number of suspects they might well ask Eurasian Incorporated to assist them. If E.I. agreed, the UIG may increase E.I.'s License Distribution Quote. Let's imagine that E.I. did not just agree but put a couple of E.I. forensic accountants at their disposal, then the UIG may increase the quota further. If E.I. then also made some Agent Divisions available and turned over some important intel on an Ai-Jinn money laundering scam, that quota could be increased even more.

The UIG may even be so grateful that they not only offered a larger quota but make it clear that they would be less scrutinising when reviewing license applications, i.e., more powerful licenses stand a greater chance of passing the UIG checks.

From a gaming perspective this gives the corporations some very tangible reasons to help the UIG. It allows the GM to send the players on missions which are of importance to the UIG because the corporation needs to get in the UIG's good books to increase their License Distribution Quota.

System

In game terms this works in the following way.

Mission Officers and high ranking Corporate officials can award license points to Agents at any time. These license points are not unlimited however, they must be earned by the corporation and distributed with care.

License points are typically awarded to each individual Agent as follows:

Circumstances	License Pts
Success on a minor mission	1
Success on a moderate mission	2
Success on a major mission	3
No benefit to the UIG	+0
Minor benefit to the UIG	+1
Moderate benefit to the UIG	+2
Major benefit to the UIG	+3

Example 1

The players engage in minor mission which only takes one session to complete. The nature of the mission was to round up some criminals who'd been running a protection racket in downtown Tokyo.

Success in minor mission	1
Minor benefit to the UIG	+1
<i>(Each member of the division would get to License Points)</i>	

Example 2

The players engage in a large mission which takes 6 sessions to complete. The mission was to kidnap a UIG officer and force official secrets from him.

Success on a major mission 3
No benefit to the UIG +0
(Each Member of the division would get 3 License Points)

Example 3

The players complete a minor mission which was to raid a lab and steal some intel. While there they find a high ranking UIG officer locked in a cell. They release him and he is able to return to HQ. A massive plot was uncovered which could have been disastrous to the UIG.

Success on a minor mission 1
Major benefit to the UIG +3
(Each member of the division gets 4 License Points)

PRE-MISSION LICENSES

Sometimes license points can be awarded before the mission starts. This can be very useful as it allows the Agents to pick licenses that would be ideally suited to the task at hand such as a 'Search Commercial' license if you are investigating a chain of Ai-Jinn noodle houses.

In these instances it is somewhat of a risk for the issuing corporation. If the Agents fail their mission or get into some legal trouble the Mission Officer may end up regretting their decision. For this reason such pre-mission awards are rare and typically only employed for trusted divisions. A way round this is simply to have the Agents save their license points and use them when they know the nature of their next assignments.

REASSIGNING LICENSE POINTS

Agents are free to give up existing licenses in order to reclaim the license points.

There is a cost to prevent Agents from changing too often and abusing the system. This is a flat fee of 500 credits irrespective of how many licenses you are cashing in.

Upon approval you always lose one point, this is again, a system to stop Agents chopping and changing licenses too often.

You can spend newly acquired points on licenses which are subject to the same approval system as normal.

Example

Agent Takihasi has 8 points of licenses including a Heavy Firearm License (3 points). He decides he is never likely to use heavy weapons since he's getting more into a stealth-based operational method. He visits a UIG station and asks to trade in the license. He will have to pay 500 credits to apply.

The UIG officer in charge approves his application and he is awarded 2 license points (he always loses one).

He then decides he'd like a Security License (2 points) and so applies for one there and then.

The GM rolls 2D6 and determines that in 5 hours he gets a notification from the UIG stating he now has an active Security License. He can go and legally purchase a security bypass device which is much better suited to his requirements.