

Permits for Restricted Items in Living Force

Heroes in the Cularin system may acquire either legal or forged permits for restricted items. Legal permits apply to **one** of an item type; forged permits apply to **all** of an item type.

There are several ways in which a hero may acquire a permit:

- **Certed employment** which specifies a permit for a restricted item as one of its benefits. These permits are legal permits and apply to **one** of the item type. To receive this permit, the hero must accept the offer of employment and abide by all other conditions of employment.
- **Application to the Cularin Licensing and Regulatory Bureau.** The permits received from this office are legal permits and apply to **one** of an item type. To receive the permit, the applicant must submit one application per item, filling out the form completely, pay a fee, and submit to a waiting period. The Licensing and Regulatory Bureau reserves the right to deny an application, limit the number of permits purchased by an individual, or increase the fee or waiting period if such is deemed necessary for the safety of the citizens of the Cularin system.
- **Membership at the appropriate level in a metaorganization** that includes as one of its benefits a permit for a restricted item. These may be legal or forged (usually depending on the metaorganization). Other conditions, benefits, and/or restrictions may apply to these permits.
- **Use the Favor class ability of the Fringer, Noble, or Scoundrel classes to request a permit.** These permits may be legal or forged, depending on the nature of the provider of the favor. Other conditions, benefits, and/or restrictions may apply to these permits.

- **Permits acquired during gameplay.** These may be legal or forged. Other conditions, benefits, and/or restrictions may apply to these permits.

Cularin Licensing and Regulatory Bureau

The Cularin Licensing and Regulatory Bureau (CLRB) is the legal entity for the Cularin system chartered to protect the safety and well-being of Cularin's residents by, among other things, regulating restricted items.

The Bureau issues several types of permits, including those which apply to a single instance of a restricted item (though not to a specific restricted item), and those which apply to a type of restricted item. Only those which apply to a single instance of a weapon are commonly available to qualified citizens of Cularin.

One function of the CLRB is issuing restricted item permits to qualified citizens.

A citizen wishing a permit for a restricted item may apply at any CLRB office, located in major Cularin ports, or may apply over the holonet. The applicant must fill out a form for each permit requested – one per restricted item.

A CLRB representative will accept the completed application and appropriate fee from the applicant, timestamp the application, and submit it for investigation and approval. A waiting period of one month is enforced, during which the application is reviewed and items on it investigated, if necessary. The applicant may be contacted for additional information or clarification.

At the end of the waiting period, the applicant is informed of the status of the application, and a permit is issued if the application was approved.

Game Mechanics:

The player must fill out the application for a permit from the Cularin Licensing and Regulatory Bureau.

The hero requesting the permit must be at least third level.

The cost for legal permits depends on the item type.

Table 1: Table of Costs for Legal Permits through the Cularin Office of Permits

Item Type	Approx. Permit Cost ¹	Normal Item Cost ²
Vibro-ax	2,000	500
Heavy Blaster Pistol	3,000	750
Blaster Carbine	3,600	900
Blaster Rifle	4,000	1,000
Light Repeating Blaster	8,000	2,000
Heavy Repeating Blaster	16,000	4,000
Blaster Cannon	12,000	3,000
E-Web Blaster	32,000	8,000
Bowcasters ³	6,000	1,500
Fragmentation grenades	2,000	500
Thermal Detonators	8,000	2,000
Battleframe Armor	48,000	12,000
Corellian Powersuit	40,000	10,000
Explosive charge	6,000	1,500
Security Kit	3,000	750

Once the application has been received, the metagaming coordinator or a designated representative will review it, request clarification or additional information if necessary, and approve or disapprove the application.

¹ Permit cost is calculated as four times the item cost. The numbers in this column represent the cost for normal items of this type.

² Item cost listed here is the standard cost from the SWRG-RCR. Certain items in the campaign are non-standard, and their cost should be taken from the certificate for the item.

³ Non-Wookiees only.

If the application is disapproved, the applicant will be told why. Some reasons for rejecting applications for legal permits are:

- 3 or more unatoned DSPs
- 5 permits already purchased
- Hero has less than three character levels

If the application is approved, the player will receive a certificate for the permit. However, the permit will not be valid until the end of the next module the player plays with that hero (the “month waiting period”), and at that point, the player must subtract the payment from his log sheet and have that and the permit signed by the table judge.

Forged Permits

Permits are one thing that can be requested using the Favor class ability. However, permits obtained in this way are always forged, at varying DC levels for detecting the forgery. Forged permits generally apply to **all** items of a given type, and have no waiting period for validity, but since they carry an element of risk are generally less expensive than their legal counterparts.

A standard forged permit is DC 20 + 1d6 to detect the forgery, subject to the modifications on the Permit certificate. The requestor of a forged permit may choose to pay more for a higher-DC – DC 30 + 1d6.

The process for requesting a favor is described in the “Favors, Resources, and Contacts in Living Force” section.

Table 2: Table of costs for forged permits obtained through Favors.

Item Type	Approximate Permit Cost, DC 21-26 ⁴	Approximate Permit Cost, DC 31-36 ⁵	Normal Item Cost ⁶
Vibro-ax	1,500	2,000	500
Heavy Blaster Pistol	2,250	3,000	750
Blaster Carbine	2,700	3,600	900
Blaster Rifle	3,000	4,000	1,000
Light Repeating Blaster	6,000	8,000	2,000
Heavy Repeating Blaster	12,000	16,000	4,000
Blaster Cannon	9,000	12,000	3,000
E-Web Blaster	24,000	32,000	8,000
Bowcasters ⁷	4,500	6,000	1,500
Fragmentation grenades	1,500	2,000	500
Thermal Detonators	6,000	8,000	2,000
Battleframe Armor	36,000	48,000	12,000
Corellian Powersuit	30,000	40,000	10,000
Explosive charge	4,500	6,000	1,500
Security Kit	2,250	3,000	750

⁴ Permit cost is calculated as three times the item cost. The numbers in this column represent the cost for normal items of this type.

⁵ Permit cost is calculated as four times the item cost. The numbers in this column represent the cost for normal items of this type.

⁶ Item cost listed here is the standard cost from the SWRG-RCR. Certain items in the campaign are non-standard, and their cost should be taken from the certificate for the item.

⁷ Non-Wookiees only.

Favors, Resources, and Contacts in Living Force

Several classes have the capability to call in favors, or otherwise access resources or contacts others can't. The use of these should never break a module, or overshadow the abilities of the other heroes on the team! Nor should they be used to circumvent the rules or take the place of metagaming options. However, they may be used to smooth the way, or as an alternate to official sources for information the heroes need to discover, or just as roleplaying fun.

Some appropriate uses of favors, resources, or contacts in a module:

- Use a Noble Favor to call in the services of a beauty shop / tailor to spruce up the party for a formal event.
- Use a Jedi Investigator contact to get some additional information on a crime suspect.
- Use a Fringer Extra-System Favor to get information on someone from outside Cularin.
- Use a Jedi Investigator contact to get a clue when the party is stumped.
- Use a Scoundrel Illicit Goods Favor to acquire a temporary forged ID (good for that module only).
- Use a Noble Favor to find out something about a prominent figure.

In general, these uses should never amount to more than a +2 circumstance bonus on a die roll, or equivalent.

In addition to the use of these abilities in a module, they can be used for more significant requests, or ones that span multiple modules, through metagaming.

When a hero needs a more substantial favor – procuring a piece of restricted equipment, for example, or a permit, entering the Cularin political

scene, getting a docking bay assigned, or applying for a medical research position – they need to make a formal application to the appropriate authority, via an intermediary disposed to support their application.

Game Mechanics:

Noble, Scoundrel, and Fringer heroes with three or more levels in one of those classes may apply for favors as a metagaming option. The player must submit an application for a Noble Favor, Scoundrel Illicit Goods Favor or Fringer Extra-System Favor.

When the application is received, the metagaming coordinator or designated representative will review it, taking into account the effect granting it will have on game balance, plot, and other metagaming organizations, and decide whether to grant it, deny it, or grant a modified favor.

If the application is disapproved, the applicant will be told why. Some reasons for rejecting a Favor application are:

- Previous favors have not been completely paid-for
- The request grants the hero unreasonable game mechanic benefits.
- The request affects the plot line and story arc of the campaign.

If the application is approved, the player will receive a certificate documenting the favor. This will include a description of the favor, the up-front cost of the favor, if any, and the ongoing cost of the favor, if any.

All costs will be determined by the nature of the request. Simple equipment or permit requests are likely to have a single, monetary up-front payment. Other requests may have ongoing costs (monetary or otherwise) – for example, a request for a docking bay might have per-module payments. A request for influence might incur a non-monetary debt, perhaps in the form of a penalty when interacting with certain NPCs or organizations.

Any request , however, might draw notice from friends or enemies of the provider of the favor. This notice takes the form of a set of possible between-module encounters. When a hero has one of these favors, the table judge will be asked to roll once at the beginning of the module to see which one of those possibilities happens. When all instances of that encounter occur, the item is marked and cannot occur again.

In most cases, only one of these favors can be active at any given time. (Exceptions are favors such as requests for specific items or permits, though even there the player may not submit another application until the between-module encounters are complete.) The player is required to verify that the costs of the outstanding favor are paid, and the effects are complete, when submitting the subsequent application. Multiple sequential favors cause the effects to be more serious.

Permit Request

Please print clearly. Any information that cannot be read will not be processed.
If this is an issue, please ask for assistance from the staff. Thank you.

Player Name _____

RPGA # _____ **Birth Date:** _____

City, State, Zip _____

Email address (or phone) _____

Hero _____

Class(es)/Lvl(s) _____

Gender/Species _____

Convention: _____ **Date:** _____

Reputation Score: _____

DSPs (Atoned / Unatoned): _____

Permit For:

Details / Notes:

1. Have you ever been named a Hero of Cularin? When? (Specify which module(s).)
2. Why do you want this permit?
3. What are your qualifications for owning and using such an item?
4. How many permits have you previously purchased, for any restricted items?



Request for Noble, Fringer, or Scoundrel Favor

Please print clearly. Any information that cannot be read will not be processed.
If this is an issue, please ask for assistance from the staff. Thank you.

Player Name _____

RPGA # _____ **Birth Date:** _____

City, State, Zip _____

Email address (or phone) _____

Hero _____

Class(es)/Lvl(s) _____

Gender/Species _____

Convention: _____ **Date:** _____

Reputation Score: _____

DSPs (Atoned / Unatoned): _____

Nature of request _____

1. Have you ever been named a Hero of Cularin? When? (Specify which module(s).)
2. Have you requested previous favors? Are all of the costs paid and effects complete?
3. What justification do you have for receiving this favor?
4. Note additional information to make the case for granting this favor.

