

ASLAN CORPORATION BENEFIT

An alternate set of rules to expand the Aslan Corporation Benefit in *Aliens of Charted Space Volume 1* and the *Pirates of Drinax*, to encourage adventure and storytelling!

CORPORATION

The Traveller owns an interest in an operating corporation. The size of the corporation may vary from a small, single-world operation to a Hierate-wide megacorporation, but the Traveller's interest in the corporation depends on the number of Clan Shares applied to the Benefit.

Each Clan Share gives the Traveller equity or other assets worth Cr500000. These assets may not be sold for cash without the approval of a clan noble, but may be traded for other Clan Share awards at any time.

Clan Shares

Shares	Corporation Type	Contact Availability
1-2	Single-world-based corporation	Single Hierate world
3-5	Multi-world corporation	Grouping of 3-5 Hierate worlds
6-8	Subsector-wide corporation	A single Hierate subsector
9-10	Sector-wide corporation	A single Hierate sector
11+	Hierate-wide corporation	The entire Hierate

When in Hierate space, the Traveller may use the Corporation Benefit to obtain a temporary Contact. The Traveller may reach out to employees of the corporation, leveraging their skills or positions to aid the Traveller. The availability of corporate Contacts depends on the Corporation Type, as described in the Clan Shares table. For example, a Traveller with an interest in a single-world corporation can only access



a Contact from that world, but those who possess shares in more widespread corporations can access Contacts from worlds in the represented region, provided that the corporation has offices present. Contacts are limited to one per world.

All Clan Shares produce an annual dividend worth 1D-1% of the total interest held by the Traveller. For example, a Traveller who applies 4 Clan Shares to the Corporation Benefit has a MCr2 interest in a multi-world corporation. At the end of the year, the Traveller rolls 1D-1 with a result of 3, gaining a dividend worth Cr60000 (MCr2 x 3%).

Corporations are affected by market conditions. At the end of each year, the Referee should determine how well the corporation has done by making an Average (8+) check. Multiply the Effect by 10% to determine the current value of the Traveller's corporate shares. For example, a roll of 8 (Effect +0) indicates the shares have retained their current value, a roll of 5 (Effect -3) indicates they have lost 30% of their value, and a roll of 11 (Effect +3) indicates the shares have gained 30% more value. In this way, the value of the Traveller's interest may fluctuate from year to year, affecting the dividend received.

As a shareholder in the corporation, the Traveller may become more directly involved in its affairs, perhaps even resulting in adventure! The Referee may determine that the Travellers, by their actions, can positively or negatively affect the corporation's fortunes.

Keep in mind that Aslan corporations are run by females. Technically, they are not clan-owned since a clan is a masculine quasi-political structure, so corporations are theoretically independent of clan hierarchy; however, there may be investments, political ties or other involvement by clans, affecting the value and stability of a corporation, and influencing its corporate culture and business decisions.