To make the **stock market, exchanges, and shares** a **core operating function** in your CSA-focused Star Wars RPG campaign—mirroring real-world investment mechanics—here’s a fully integrated **cross-system economic framework** that functions fluently across **SW5E**, **FFG**, and **Saga Edition/d20 Revised**.

**💹 CSA Stock Market & Exchange Mechanics**

*“The lifeblood of the Corporate Sector is not war—it’s equity.”*

**⚖️ Core Assumptions**

* **Corporate Stock** = A measurable, tradable asset owned by players,

corporations, or NPCs.

* **Exchanges** = Physical/virtual marketplaces across planets like **Etti IV**, **Bonadan**, or **Cantonica**.
* **CSA Controls** the regulatory, legal, and enforcement arms—players must engage both ethically or exploitatively.

**🏦 Core Game Constructs**

**1. 📈 Stock Ticker System (Game Engine)**

Every listed company (CSA-approved megacorps) has:

* **Stock Symbol** (e.g., BND for Bonadan Mining)
* **Price per Share** (1–1,000 ACVs)
* **Volatility Rating** (0–5)
* **Dividend Yield** (% return every 1–4 weeks)
* **Influence Modifier** (how many votes per share in boardroom power)

🧠 *Price Fluctuation*:

Use the Volatility Rating to determine daily/weekly fluctuations using:

* **d6 roll × Volatility** = % price swing (up or down)

**2. 🪙 Shareholding Mechanics (Players)**

MechanicSW5EFFGSaga/d20Buy/Sell SharesDowntime activity + Persuasion/Finance checkCommerce or Skulduggery

checkUse Computer or Knowledge (Bureaucracy)Insider InfoInvestigation (DC 15–25)Deception vs VigilanceGather Info vs DC based on secrecyDividend PayoutPassive income (credit gain)Boost resource dice for next session+ credits/week based on holding ratio

**Example:**

* A player owns 1,000 shares of **CSA Shipyards Inc.** at 5 ACVs/share.
* Quarterly Dividend = 0.25 ACV/share ⇒ 250 ACVs payout every 3 in-game weeks.

**3. 📊 Corporate Control via**

**Share Voting**

* **50%+ Control** = Majority Control ⇒ Boardroom access, policy change, sell assets.
* **25%–49%** = Influential Minority ⇒ Access to financial records, passive veto power.
* **<25%** = Passive Investor ⇒ Dividends only, no access to corp strategy.

Players can **win campaigns** not through combat but through **proxy battles**, **takeovers**, and **shareholder resolutions**.

**🏛️ Exchanges & Institutions**

**🟦 Etti Exchange (ETX)**

* Location: Etti IV
* Specialization: Industrial, Defense, Mining Stocks
* Regulator: CSA Auditor-General
* Roleplay Use: Hostile takeovers, blackout trades, Espo intervention on failed trades

**🟨 Bonadan Interworld Markets (BIM)**

* Decentralized
* Specialization: Luxury Goods, Media, Tech
* Unique Rule: Allows short-selling and market manipulation

**🟪 Cantonica Futures**

**Exchange (CFE)**

* Specialization: Derivatives (bacta futures, droid patents, synthetic spice)
* High risk/reward; governed by cartel influence

**🔧 Gameplay Flow: Stock Trading Turn**

**During Downtime (1 week in-game):**

* **Select a Company**

— Choose from CSA-listed or underground exchanges

* **Research**

— Perform Investigation/Commerce check (DC 10–25)

— Success = Bonus insight (upcoming mergers, strikes, etc.)

* **Buy or Sell**

— Calculate ACVs exchanged

* **Roll Market Volatility**

— d6 × Volatility %

— Apply shift to share price

* **Receive Dividend or Payout (if eligible)**

— Based on company yield and share ownership

* **Narrative Reaction**

— Board might invite you (or blacklist you), Espo may audit you, NPCs might bribe for insider info

**⚔️ Strategic Integration Into Campaigns**

* **Economic Warfare**: Trigger CSA intervention by collapsing a rival’s stock.
* **Sabotage + Insider Trading**: Combine in-world missions (blowing up a factory) with timed short sales.
* **Hostile Takeovers**: Acquire majority stake to vote out NPCs, install your operatives.
* **IPO Missions**: Help an NPC corp go public, profit from initial offering.
* **Corporate Espionage**: Steal patents to shift valuations.

**🧩 Sample Stat Block: CSA-Listed Company**

**Name**: Duroon Steel & Alloy

**Symbol**: DSA

**Share Price**: 9 ACVs

**Volatility**: 2

**Dividend**: 1 ACV/share every 3 weeks

**Influence Modifier**: 0.01 (100 shares = 1 vote)

**Special Notes**: Slave revolt risk + rumors of raw ore shortages

**🪙 Investment Tools and Economic Gear (Optional)**

ItemDescriptionEffect**HoloTrader Pad**Portable exchange terminal+2 to Finance/Use Computer when trading**Insider Contact Chip**Network of CSA insidersUse once per

session to reroll investment check**Espo Audit Flag**Hidden tag added to portfolios flagged for investigationIf triggered, player loses access to markets for 1d4 weeks**Ghost Portfolio Protocol**Black market tool to hide ownership across shadow corps+5 to Deception when obscuring large positions in hostile takeovers

Would you like this system broken into **player handouts**, **mechanical one-pagers**, or included in your **core campaign book as a PDF**? I can also generate a **CSA Exchange Board visual tracker** or spreadsheet for live gameplay.

Here's a full **Game Master (GM) RPG gameplay mechanics dossier** for running an immersive Star Wars campaign centered in the **Corporate Sector Authority (CSA)**. This builds on official lore from Legends and Canon, supporting rich political intrigue, economic warfare, and authoritarian control dynamics.

**🎮 Game Master Dossier: Corporate Sector Authority (CSA)**

*RPG Mechanics for Campaigns Set in the Corporate Sector*

**🧭 CAMPAIGN SETTING**

**OVERVIEW**

**Type**: Political Intrigue / Economic Expansion / Corporate Espionage / Resistance Uprising

**Region**: Tingel Arm, Outer Rim Territories

**Government**: Oligarchic Technocracy (Direx Board-led)

**Conflict Themes**:

* Exploitation vs Resistance
* Trade Syndicates vs Smugglers & Pirates
* Imperial remnants influencing corporate policy
* Worker rebellions & underground uprisings
* Sith infiltration of executive

board leadership

**🧩 CORE FACTIONS & PLAYER ALIGNMENTS**

**1. Corporate Sector Authority (CSA)**

* **Class**: Authoritarian Capitalist Regime
* **Playable Roles**:
* **Direx Executive**: Craft macro-policy, deal with corruption, and suppress dissent.
* **Espo Enforcer**: Navigate brutal law enforcement.
* **Corporate Auditor**: Investigate embezzlement, compliance, and espionage.

**2. The League (Late-era Campaigns)**

* **Type**: Power bloc within CSA’s Direx Board.
* **Playable Roles**:
* **Shadow Investor**: Exert control through proxies and media.
* **Sith-Backed Operative**: Covert Sith agendas using economic leverage.

**3. Rebel Cell / Underground Movement**

* **Class**: Anti-corporate resistance
* **Playable Roles**:
* **Unionist**: Organize strikes and revolts.
* **Hacktivist**: Disrupt CSA systems.
* **Saboteur**: Infiltrate factories, redirect funds.

**4. Independent Contractors**

* **Class**: Neutral profit-driven adventurers
* **Playable Roles**:
* **Smuggler/Spacer**: Navigate trade routes, evade taxes.
* **Trade Broker**: Make (or break) fortunes on goods & favors.
* **Security Merc**: Freelance in defense, piracy, or bounty hunting.

**⚙️ MECHANICS FRAMEWORK (System-**

**Agnostic, Adaptable to SW5E, FFG, or D20 Revised)**

**🛠️ Economic Systems**

* **Trade Licenses** (Reputation-based):

Access to Etti IV Trade Market or Bonadan docks is gated by license tiers:

* **Tier 0**: Smuggler (illegal)
* **Tier 1–2**: Corporate Partner
* **Tier 3+**: Direx-level Access
* **Corporate Shares (Resources)**:

Can be acquired, stolen, or won in hostile takeovers. Players may manipulate Board votes with

enough shares.

* **Authority Cash Vouchers (ACVs)**:

Official currency. Black market devalues ACVs by 30–40%. Players in resistance might counterfeit.

**🧠 Influence & Intrigue System**

Use a **Faction Standing** system:

* **CSA Standing**: Determines corporate perks (access to guarded sectors, Espo favors)
* **Worker Reputation**: Tracked for infiltration or rebellion
* **Sith Corruption Level**: In campaigns with Tesion (89 ABY), exposure to Sith influence affects narrative paths

**🔒 Security & Enforcement**

* **Espo Response Table** (D6 – modify based on lawlessness of planet):
* Ignore
* Surveillance drone
* Verbal warning
* Fine
* Arrest & seizure
* Shoot on sight / Martial Law declared
* **CSA Prison System**:

Crimes can lead to forced labor sentences. Players may:

* Bribe their way out
* Be “drafted” into corporate security
* Join a prison uprising storyline

**📊 Direx Board Mechanics (Advanced Campaigns)**

* **Each Direx Member** represents a sector (Energy, Droid Manufacturing, Security, etc.)
* Players can:
* **Influence votes** with favors or extortion
* **Sabotage agendas** (e.g., triggering embargoes or layoffs)
* **Force a merger** with enough economic leverage

**Use Influence Points (IP)**: Track social-political weight in boardroom encounters

**🗺️ PLANETARY THEMES**

**FOR ADVENTURE MODULES**

PlanetCampaign Themes**Etti IV**Executive intrigue, luxury corruption, media ops**Bonadan**Trade disputes, port guild conflict, illegal weapons**Ammuud**Local law vs CSA mandates, clan betrayal**Cantonica**Casino heists, political blackmail, luxury assassins**Deltooine**Cold War spy ops vs Wild Space, early Sith hints**Trianii Colonies**Post-war reparations, rebel recruitment, CSA retaliation**Reltooine**Slave uprisings, underground economies, propaganda wars

**🧃 OPTIONAL RULES / HOME RULE SUGGESTIONS**

* **Sith Infiltration Meter** (Tesion arc):

A campaign-wide tracker representing how much of the CSA has fallen under Sith manipulation. Reaching 100% causes civil war.

* **Corporate Loyalty Oaths**:

Mandatory for CSA-employed characters. Breaking one leads to *Wanted: Corporate Fugitive* status.

* **HoloNet Control**:

Access to unfiltered information is rare. Characters can “buy” narrative

advantages by seizing control of media channels or exposing internal leaks.

**🧠 GM INSPIRATION & NARRATIVE HOOKS**

* **"The Price of Peace"**:

A rebel cell infiltrates CSA ranks on Bonadan as corporate oppression grows too severe.

* **"Sith Among the Board"**:

A mysterious investor is manipulating markets—can the players expose him before he ascends to Prex?

* **"The Auction"**:

A hyper-rare droid AI goes up for auction. CSA factions, smugglers,

and spies all race to claim it.

* **"Hostile Takeover"**:

The players must acquire a controlling interest in a CSA megacorp while avoiding detection from the Espo.

This GM dossier provides a framework for using the Corporate Sector as a setting rich with **economic warfare, political corruption, technological monopolies, and working-class rebellion.** It's ideal for campaigns that prioritize **strategy, negotiation, and espionage** as much as combat.

Let me know if you'd like to adapt this for a specific system (SW5E, FFG, D20 Revised, etc.) or need stat

blocks for factions, NPCs, and equipment.

Excellent. With the Saga Edition Web Enhancement and your request to integrate mechanics across SW5E, FFG, and D20 Revised, here's a mechanics toolkit for running a Corporate Sector Authority (CSA) campaign that aligns with the Saga Edition encounter design principles and your dossier.

🎮 Corporate Sector Authority – Gameplay Toolkit

🎯 System Overview Compatibility

Feature / SystemSW5EFFGSaga /

d20 RevisedSystem Type5E adaptation (d20)Narrative Dice (Genesys)Traditional d20 + Vitality/WoundsStrengthTactical Combat & FeatsCinematic RoleplayModular Balance + Classic d20 crunchCSA Use-CaseStrong tactical & economic RPEspionage, moral gray zonesEconomic warfare + faction layers

🧑‍💼 NPC Stat Blocks: CSA Archetypes

1. Espo Patrol Trooper (Standard Enforcement Unit)

SW5E

CR: 1

AC: 14 (blast vest)

HP: 20 (3d8+6)

Weapons: Blaster Rifle (1d10+2 energy), Stun Baton (1d6+1)

Special: Suppressing Fire (forces WIS save DC 12 or disadvantage on next action)

FFG

Rival

Soak: 4, Wounds: 10

Skills: Ranged (Heavy) 2, Discipline 1, Perception 1

Weapon: Blaster rifle (Ranged [Heavy]; Damage 9; Crit 3; Range [Long])

Abilities: Coordinated Fire (1 strain, adds boost to allies for 1

round)

Saga

CL: 2

Ref: 13 | Fort: 14 | Will: 11

HP: 30

Feat: Coordinated Attack

Tactics: Uses squad-based formations, favors capture over kill

2. Direx Board Agent (Corporate Intelligence Operative)

SW5E

CR: 5

HP: 65 (10d8+20)

Special: Corporate Subversion (Charm, Disguise, Sabotage

protocols)

Abilities: Sneak Attack (3d6), Network Intrusion (Hacking)

FFG

Nemesis

Wounds: 14, Strain: 13

Skills: Computers 3, Deception 3, Skulduggery 2

Talent: Master Slicer

Gear: Hidden data spike, encrypted comlink

Saga

CL: 6 (Scoundrel 6 / Noble 2)

Talents: Connections (Corporate), Black Market Contacts

Special Rule: Can call in legal “reinforcements” via Authority

Charter 1/day

3. CSA Prex (Corporate Governor)

SW5E

CR: 9

HP: 110

Legendary Actions: Use “Executive Decree” to neutralize up to 3 PCs via legal writs

Special: Corrupt Favor – Bribe mechanic to sway encounters

FFG

Nemesis

Wounds/Strain: 16/16

Abilities: Influence (2), Leadership (3), Coercion (2)

Talents: Intimidating, Natural

Leader, Scathing Tirade

Saga

CL: 10 (Noble 10)

Special Talent Tree: “Direx Command Tree” – May reroll failed Persuasion/Intimidate 1/day

Resources: Access to orbital strikes or Espo units (2 per day)

💸 Economy & Influence Mechanics

MechanicSW5EFFGSaga/d20BriberyPersuasion check + creditsCharm vs Discipline + creditsDiplomacy vs Will, cost scales to CRMarket ControlDowntime systemObligation/

Resources, ReputationInfluence Points or Reputation ChecksDebt EnslavementCharisma save (DC 15)Obligation threshold, Slavery tagReputation – if 0, enslaved or jailed

CSA Market License (Tiered System)

Each tier grants bonuses to Trade, Influence, and Access:

Tier 0 – Smuggler Only (Black Market, Illegal)

Tier 1 – Licensed Free Trader (Bonadan, Ammuud routes)

Tier 2 – CSA Affiliated Merchant

Tier 3 – Direx-Class Trade (Permits planetary taxation, military escort)

💼 CSA Equipment (Cross-System Stats)

ItemSW5EFFGSaga EditionEspo Shock Baton1d6 energy + stun (DC 12)Melee; Stun 8; Disorient 11d8 + Stun; Fort DC 15 or -2 ReflexAuthority VouchersUsed in bribes, license upgradesAlternate currency (converts 1:2 to credits)Alternative reward item; 2:1 value ratioCSA Heavy ArmorAC 17, Disadv. StealthSoak +3, Defense +1, Encum 4+5 Reflex, -2 Dex maxDirex Encryption Pad+5 Hacking checksAdds 2 Boost dice to slicing rolls+4 on Use Computer; decrypts 1/day

⚔️ CSA-Themed Encounter Modules

Module 1: “Audit of Fire”

Goal: Infiltrate Bonadan’s main data vault to erase debt records.

Complications: Surveillance drones, biometric scanners, rotating firewall AI.

Boss: Direx Agent (Nemesis class)

Module 2: “Black Ledger War”

Goal: Compete for market dominance in Ammuud during a trade war.

Mechanics: Influence Points vs

Corporate Rivals

Win Condition: Secure planetary trade charter or sabotage others.

Module 3: “The League Ascends”

Goal: Discover Sith influence behind League rise post-42 ABY.

Twist: Players can join or destroy The League from within.

Final Boss: Tesion, Sith Executive (CR 14 / Nemesis / CL 15)

Let me know which system you want NPC stat blocks or equipment cards fully printed for, or if you want a CSA campaign one-shot module designed specifically for SW5E or FFG gameplay.

Perfect. Introducing a CSA Credit Rating System adds a deep strategic and narrative layer to your campaign by creating a galactic equivalent of Moody’s / Fitch / S&P. This system directly impacts:

Bond yields & interest rates

Share volatility

Access to debt financing

Political/military leverage for players

🧾 CSA Credit Rating System (CRS)

“Reputation is risk. Risk is priced.”

🏛️ Who Issues Ratings?

CSA Credit Directorate – An

interstellar regulatory body run by:

Direx Financial Auditors

Artificial Intelligence risk models

Corruptible CSA-appointed raters

💡 Optional Variation: A player can infiltrate or bribe the Directorate to sway ratings for campaigns.

🧠 Credit Rating Scale

GradeSymbolMeaningIn-Game EffectAAAAAAPrime gradeCheapest debt, 0% volatility bonusAAAAHigh-grade, stable+1 dividend, -1 risk dice modifierAAUpper mediumBase-line access to CSA financingBBBBBBLower medium / “investment grade”Increased default risk; -1 to long-term investor

trustBBBBSpeculative+2 volatility; hostile investors begin circlingBBHighly speculativeRestricted market access; +5% loan interestCCCCCCNear defaultBond value collapses; stock delisted in 1d4 weeksDDDefaulted / bankruptAssets auctioned, players may acquire subsidiaries

📈 Mechanics Integration

🪙 Bond and Debt Mechanics

ActionSW5EFFGSaga/d20Issue BondsDowntime + Persuasion (DC 15–25)Commerce + 2 ThreatBureaucracy DC vs rating

tierBuy Bonds1 ACV per bond unit (set yield %)Obligation yield 1–5%Passive Income per in-game weekDowngrade EventGM-determined or dice-basedThreat pool triggersEvent-based or rating reaction

Example:

A company rated BBB attempts a hostile merger → triggers bond downgrade to BB → interest increases → equity price drops → shorts activated.

🎯 Effects on Players

Owning BB+ stock = more volatile, but also higher dividend yields.

Rating upgrades increase:

Investor confidence

Access to trade routes

Favorable CSA tax & audit treatment

Rating downgrades force:

Loan recalls

Sabotage missions

Emergency board meetings / potential for player intervention

🎭 Narrative Hooks

🕵️ "Insider Risk": Players find out a planetary governor bribed the Credit Directorate to maintain a false AA rating. Uncovering this could collapse a company and shift an entire economic region.

💣 "Short the Stars": A player fund intentionally leaks security failures at a CSA weapons firm. The credit rating plummets, bondholders panic, and the player scoops up assets post-default.

🧑‍💼 "Junk to Jewels": A rebel-friendly Trianii startup rated B is saved by player investment and media manipulation, climbing to BBB and unlocking safe trade licenses.

📜 Optional Expansion: Planetary Ratings

Planets can be rated too, affecting:

Military defense funding

Trade tariffs

CSA intervention priority

Planet RatingEffectAAASafe, secure — reduced Espo presence neededBBKnown unrest, elevated Espo garrisonDRevolt imminent; under review for lockdown

🧩 Plug-and-Play Table: CSA Credit Score Snapshot

Entity NameTypeCredit GradeDividend YieldVolatilityNotesDuroon Steel & AlloyMegacorpBBB1.5%+2Political unrest due to layoffsTrianii Colonies Co-OpCo-opA0.8%-1Backed by

Rebellion sympathizersSaffalore Software TrustTech FirmAA2.2%+3Prone to data breachesBonadan Security GuildPrivate CorpCCC5.5%+5May collapse in 1d4 weeksReltooine BondsPlanetaryD0%N/ACurrently defaulted