

Coinage

1 Gold Crown	1GC
1 Silver Shilling	1/-
1 Brass Penny	-/1

Coinage

1GC	=	20ss	=	240d
1ss	=	12d		

Earning Money with Status

When Earning, make an Average (+20) Dramatic Test (see page 152) against the Earning Skill of your Career (the Skill marked in italics in the Career's first level). If passed, you receive the money marked in the table below. If failed, you receive half the money. If an Astounding Failure (-6) is scored, you have a very bad week, and earn nothing (or have your money stolen, or some similar mishap). This total is not strictly speaking how much money you earn, it's a representation of how much money you have left at the end of the week after all your expenses are taken into account.

Buying and Selling

Evaluate is used to identify the quality of an item. The vendor can use Evaluate to appraise coins for their exchange value, or spot counterfeits. Anyone can also use Evaluate to estimate the prices of Rare or Exotic items to within +/-10%.

Winning a Haggle Test reduces the price by 10% (or possibly up to 20% with an Astounding Success (6+) or with the Dealmaker Talent). Failing a Haggle contest badly usually means the vendor distrusts your coinage.

Selling is handled in exactly the same fashion as Buying. First check for Availability of a buyer in the same fashion as checking for stock. You then bargain and trade, with Evaluate Tests and Haggle Tests as the GM prefers, and finally you set a price. Typically, the base cost when selling is half the item's listed price, meaning, when selling second-hand, you usually make between a quarter to half an item's worth after Haggleing.

Earning

Tier	Amount Earned per Standing
Brass	2d10 Brass Pennies
Silver	1d10 Silver Shillings
Gold	1 Gold Crown

Availability

	Village	Town	City
Common	In Stock!	In Stock!	In Stock!
Scarce	30%	60%	90%
Rare	15%	30%	45%
Exotic	Not in Stock	Not in Stock	Not in Stock

Food, Drink

Item	Cost	Enc	Availability
Ale, pint	3d	0	Common
Ale, keg	3/-	2	Common
Bugman's XXXXXX Ale, pint	9d	0	Exotic
Food, groceries/day	10d	1	Common
Meal, inn	1/-	0	Common
Rations, 1 day	2/-	0	Common
Room, common/night	10d	-	Common
Room, private/night	10/-	-	Common
Spirits, pint	2/-	0	Common
Stables/night	10d	-	Common
Wine, bottle	10d	0	Common
Wine & Spirits, drink	4d	0	Common