

Living Moves and Savings

Once an in-game month, pay 1 Savings, or you are unable to meet your expenses and the MC makes a hard move.

If you are **living below your means**, the first time during a session you spend some time at home, take 1 Harm (ignoring Preparations), gain +1 Savings, and roll +Body. On a 10+, nothing else happens. On a 7-9, choose one. On a 6-, choose two plus whatever the MC says.

- Something goes wrong with your home and it won't provide shelter until fixed
- You attract unwanted attention
- You irrevocably lose a valuable possession
- Unsavoury types and bad conditions get to you. Take 1 additional Harm, also ignoring Preparations.

If you are **living within your means**, the first time during a session you spend some time at home, roll +Wits. On a 10+, all 3. On a 7-9, choose 2. On a 6-, choose 1, and the MC makes a move.

- Your home isn't being actively targeted at the moment
- Your home is serene and restful, recover 1 Harm
- Nothing important has gone "strangely missing" in the last little while

If you are **living above your means**, the first time during a session you spend some time at home, roll +Charm, and pay 1 Savings. On a 10+ both, on a 7-9 choose 1. On a 6-, pay an extra 1 Savings and the MC makes a move

- Your money/lifestyle counts as something a Sleeper wants when Using a Sleeper
- Your home is secure and doesn't require extra attention from you to remain that way

When you buy something, it's generally of a quality appropriate for a person of your means.

Sample prices, in Savings:

1 - A nice meal for two. A suit. A thoughtful gift. An interstate train ticket. A good psychic reading.

2 - An ostentatious meal for two. A domestic plane ticket. A handgun. A computer. A night's stay at a hotel. A rare book. Walk-in medical treatment.

3 - A short hospital stay. A college course. A short vacation. A custom-crafted sword, made by a skilled Craftsperson.

4 - A car, a motorcycle, a boat.