

# HOW TO USE YOUR COIN

Along your journey, your efforts will often be rewarded with coins. These coins can be spent on a variety of things such as consumables, equipment, and upgrades.

## COIN - COMMON CURRENCY (BASE)

*Copper Ren* - Island currency  
(100 Ren = 1 Coin)

*Copper Ingot* - Arboreal currency  
(10 Ingot = 1 Coin)

*Copper Yula* - Tropics currency  
(10 Yula = 1 Coin)

## CURRENCY EXCHANGE

10 Gold Ren = 1000 Copper Ren = 10 Coin

1 Gold Ingot = 100 Copper Ingot = 10 Coin

1 Gold Yula = 100 Copper Yula = 10 Coin

1 Copper Coin = 100 Ren = 10 Ingot = 10 Yula

1 Gold Coin = 10,000 Ren = 1000 Ingot = 1000 Yula

1 Gold Coin = 100 Gold Ren = 10 Gold Ingot = 10 Gold Yula

All currency has Copper & Gold. 100 Copper = 1 Gold.

**Using different types of currency is strictly an optional choice.** If GMs and Players don't want to deal with keeping track of multiple types of currencies, they are encouraged to stick to using Coins.

However, if GMs would like to create more types of currency they are more than encouraged to. They also can make exchange rates diminish or increase depending on where in the region they are.

Throughout the Hunter's journey, they will have access to many shops and ways to spend their coins. These include:

- Weapons (see page x)
- Pets and animals (see page x)
- Armor (see page x)
- Magic items, tools, and consumables (see page x)
- Elemental items, tools, and consumables (see page x)

Hunters can also spend their coin on services or items not listed in those sections. Here is a list of miscellaneous ways Hunters can use coins and how much they would cost:

- Booking a Room at an inn (5 Coins)
- Ordering a Meal (2 Coins)
- Hiring a Researcher (10 Coins + 2 Coins per-day)
- Paying for Transportation (10 Coins + 2 Coins per-day)
- Pay to heal Minor injuries (2 Coins × health recovered, takes 1 day to heal)
- Pay to heal Major injuries (4 Coins × health recovered, takes 1 week to heal)
- Delivering a message (10 Coins)

The prices listed can fluctuate depending on the quality of the service provided or the location it's being purchased in. GM's are encouraged to alter prices to help immerse Players in the world. Regardless, following the prices listed is always a safe bet.