

COIN & STASH

Coin:

Coin is an abstract measure of cash and liquid assets.

The few bits PCs use in their daily lives are not tracked. If a character wants to spend to achieve a small goal (bribe a doorman), GM decides the amount of Coin used when determining effect.

Monetary values:

- 1 coin: A week's wages.
- 2 coin: A weekly income for a small business. A set of luxury clothes.
- 4 coin: A month's wages.
- 6 coin: Jewels. An expensive car.
- 8 coin: A good monthly take for a small business. A very rare luxury commodity.
- 10 coin: A deed to a decent property. The beginning of a monopoly or business venture.

More than 4 coin is an impractical amount to keep lying around. You must spend the excess or put it in your stash (see below). Any coin beyond the limit must be spent as soon as possible (typically before the next score) or distributed among the crew members.

Coin Use:

- Spend 1 coin to get an additional activity during downtime.
- Spend 1 coin to increase the result level of a downtime activity roll.
- Spend coin to avoid certain crew entanglements.
- Put coin in your character's stash to improve their lifestyle and circumstances when they retire. See the next page.

Stash & Retirement:

When you mark your character's final trauma and they retire, the amount of coin they've managed to stash away determines their fate. Your stash tracker is on your character sheet.

- Stash 0-10: Poor soul. You end up in the gutter, awash in vice and misery.
- Stash 11-20: Meager. A tiny hovel that you can call your own.
- Stash 21-39: Modest. A simple home or apartment, with some small comforts. You might operate a tavern or small business.
- Stash 40: Fine. A well-appointed home or apartment, claiming a few luxuries. You might operate a medium business.

In addition, each full row of stash (10 coins) indicates the quality level of the character's lifestyle, from zero (street life) to four (luxury).

Cross wants some alone-time with a prospective new friend, but he can't take them back to the hidden lair where he lives, so what to do? Ryan, Cross's player, says he wants to rent a nice room for the evening, so the GM asks for a fortune check using Cross's Lifestyle rating to see what quality of room Cross can manage.

Putting coin into your stash:

Moving dirty money is a risky move. If you have over 4 coin and want to put some away in your stash, you must roll a fortune check to determine how successful you are.

- Critical: You do it with increased effect.
- 6: You do it.
- 4/5: You do it, but there's a consequence: you suffer harm, a complication occurs, you have reduced effect, you end up in a desperate position.
- 1-3: Things go badly. You suffer harm, a complication occurs, you end up in a desperate position, you lose this opportunity.

Removing coin from your stash:

If you want to pull coin out of your stash, you may do so, at a cost. Your character sells off some of their assets and investments in order to get some quick cash. For every 2 stash removed, you get 1 coin in cash.