

Monetary System

Coin	gold value	Commonly seen or used	Can buy
1 (cc) copper coin	.01gc	The lowest form of money	A loaf of bread
1 (sc) silver coin	.1gc	Daily Peasant wage	A monk's robe
1 (gc) gold coin	1gc	Most shops see cc, sc or gc	50' of hemp rope
1 (pp) platinum plate	10gc	Craftsmen's shops see these	A battle ax
1 (mc) mithril coin	100gc	Expensive shops see these	Medium Scale Armor
1 (ac) adamantite crown	1,000gc	Elite shops see these	Concert Harp
1 (dm) dark monarch	10,000gc	Common cash between kingdoms	A Longship

Fifty coins weigh one pound. Twenty Plates or Crowns weigh one pound, and ten monarchs weigh one pound.

Social Status

Social class is the circumstance in both money and social circles in which you find yourself. Usually, you inherit this from your parents and/or family. Characters can buy social status with CP. Alternatively; the GM can assign characters their starting rank and allow them to purchase more. Starting characters could also roll randomly if the GM approves. Spending CP to increase your social class must have some story behind it.

Using the Table: The table has three sections, you will note the first section in white only goes to 98. Roll percentile dice and if you roll 99 or 100 on the white section, then you roll again on the second section (blue). If you roll 100 in the second section, then roll again on the third section (Purple). Some races such as goblins have a modification to this roll.

Moving up the social ladder Example: *If you are a Tradesman and want to increase your social standing to Craftsman, you have to spend 6 CP.* You then gain the difference in starting gold between the two social classes, 90gc in this case. You should get with your GM to work this into your story. You can only move up to nobility or royalty by marriage or by permission. You can buy titles that are lesser to your current position without permission. But be careful your Lord may demand more from you.

Group	Random D100	Social Status and titles	CP Cost & Lifestyle	Additional Benefit	Starting Gold
Common	01-03	Slave / Indentured Servant	0	Proficient in Urban Skills	5
	04-29	Peon / Servant / Farmer	1	Proficient in Outdoorsman Skills	30
	30-70	Working Class	2	Proficient in Outdoorsman Skills	45
Gentry	71-80	Tradesman	4	Proficient in Social Skills	75
	81-95	Craftsman	10	Proficient in Urban Skills	165
	96-98	Mayor / Guild leader	20	Proficient in Social Skills	315
Nobility	01-40	Knight ¹	100	Proficient in Social Skills	1,500
	41-60	Baron/Baroness ²	150	Proficient in Social Skills	2,300
	61-80	Viscount / Governor ²	400	Proficient in Social Skills	6,000
	81-94	Count / Countess / Earl ²	450	Proficient in Social Skills	6,800
	95-99	Marquis / Marquess ²	500	Proficient in Social Skills	7,500
Royalty	01-90	Sovereign Prince / Princess Duke / Duchess ³	600	Proficient in Social Skills	9,000
	91-98	Imperial Prince / Princess Grand or Archduke / Duchess ³ Sovereign Crown Prince/Princesses	700	Proficient in Social Skills	10,500
	99	Imperial Crown Prince / Princess Sovereign King / Queen	800	Proficient in Social Skills	12,000
	00	Emperor / Empress	900	Proficient in Social Skills	13,500

1. Need the permission of count or higher, 2. Require the approval of a prince or higher, 3. Require the approval of the ruling monarch

Social Class and/or Titles: This represents the social class of people with whom you fit, either socially and/or financially.

CP Cost/Lifestyle: The CP cost is the cost in CP to move to the next social level. This number is cumulative for this purpose. Also, this number represents an amount of coin a person at this social class, can usually make with 1 day's work. Commoners/Gentry make this in silver coins, and Nobility and Royalty make this in gold coins.

Additional Benefit: Every social class gains the capability of Skill Proficiency in the skill mentioned. You only learn this Skill Proficiency once, even if you move up in social class. Also, Gentry gains a +1 to resist disease, Nobility gains a +2 and Royalty a +3.

Starting Gold: This is the amount of starting gold you have available at character creation. You are selling everything you own to get this money. If you buy Gold with CP, then explain how your character came into the money.