

COINS, GEMS, & CURRENCY

You don't need to keep track of your wealth on your character sheet. The rule is simple: you have what you have. When you find treasure, you'll be given coins and gems; when you buy items, you'll exchange coins and gems for them. While different metals exist, all currency is referred to only in terms of gold-piece value. Each coin has a different gold-piece value.

Copper and Silver values are small enough that they are not counted in-game. If something comes to a value of less than 1GP (meals, drinks, and so on) it is automatically assumed that you can afford it out of spare change – within reason. If you buy multiples of something so that the value exceeds 1GP, then simply round it to the nearest GP.

Coin Type	GP Value
Copper	1
Small Gold	5
Large Gold	10
Small Platinum	50
Large Platinum	100
Gold Bar	1000
Platinum Bar	10000
Coloured Coins	500

As your wealth increases, coins will become impractical; you'll need to start using gems. Gems come in standard values according to type. The type is simply determined by its colour. Very occasionally, you might find a very rare or unique gem not listed below with a specific value attached.

Gem Type	Colour	GP Value
Small Gems	Mixed	50
White Pearl	White	100
Black Pearl	Black	500
Emerald	Green	1000
Sapphire	Blue	2000
Ruby	Red	5000
Diamond	Clear	10000

Finally, you can use bank notes. You can exchange wealth at a bank in Risur in exchange for a bank note, which will be honoured (exchanged back to wealth) at any other bank in the country. However, your bank notes will not be honoured abroad (unless you can find a rare branch of a Risurian bank) and cannot be spent directly. These notes come in a variety of values.

Town GP Limits

Town GP limits apply to gems as well as to items. Some towns will simply be too small to exchange your 10,000gp diamond. This limit is the most money a shop in the settlement can spend to purchase any single item from you. The standard *Pathfinder* rules for this are as follows:

Thorp (500gp), hamlet (1,000gp), village (2,500gp), small town (5,000gp), large town (10,000gp), small city (25,000gp), large city (50,000gp), metropolis (100,000gp).

Your home city of **Flint** is a **large city** with a 50,000gp limit. Risur's capital, **Slate**, is a **metropolis**.

ITEM CARDS

Each item you own will be represented by an Item Card. As with money, the rule is “you have what you have”. So if, in the middle of combat, you say “oh, I gave that potion to Jim earlier”, there's no debate – the person with the card is the person with the potion. When you give an item to another player, you simply hand them the card. When you buy an item, the DM gives you a card, and when you sell or use up an item, you hand it back.

There's one exception, and that's the “**adventurer's pack**”. Rather than fiddle around with torches, ropes, and so on, each character is assumed to have a pack with various common but low-value items in it. From this pack you can produce any item from the *Pathfinder* mundane equipment list with a value of 1gp or lower. That includes (but is not limited to): bedroll, flint and steel, common lamp, oil flask, trail rations, hemp rope, pitons, soap, torch, waterskin, whetstone, paper/parchment and inkpen. These items are assumed to be replenished regularly behind the scenes when you visit settlements.