

Economy

Ver 2 updated 24/7/11

Categories of wealth and value

Items of intrinsic value and wealth will fall into one of the following categories:

- A Tanner or Fluff and Buttons = About the cost loaf of bread and pint of ale
- A Copper or a Seamstresses Smile = equivalent to a very good night out
- Lords Silver = rent a small house for a couple of months or buy a nice pistol
- Kings Ransom = equivalent to a year of luxury or hire ten mercenaries for a month
- Dragons Horde = About the price of Mansion or typical ship

Coinage

Only Tanners and Coppers exist has coinage, Lords Silver and above only exist as goods, precious items, services, land, buildings etc, occasionally as promissory notes.

Coppers and Tanners exist in many forms, they might be beads in frontier, one style of coin in one province or different in the next, we don't provide coinage; players need to find something of their own to represent the value they carry and be suitably honest about it.

They may also be called something different in other lands, but once translated it means tanners and coppers just the same.

Exchange Rate

- 1 Copper = 30 Tanners
- 1 Lords Silver = 30 Coppers or 900 Tanners
- 1 Kings Ransom = 30 Lords Silvers or 27,000 Tanners
- 1 Dragons Horde = 30 Kings Ransoms or 810,000 Tanners

Pocket Money

Pocket Money for use during a event, this is the money that a player character will have in his pocket/purse/bag/on his person, unless they have negotiated otherwise with a ref before time in of an event, the refs must know where this extra money is, since they may wish to steal it.

Your event pocket money is:

- Lower lower class 1 Tanner
- Upper lower class 5 Tanners
- Lower Middle class 10 Tanners
- Upper Middle class 1 Copper
- Lower Upper class 5 Coppers
- Upper Upper class 10 Coppers

Note this pocket money can't be saved between events, at the end event it's gone and at the beginning of the next it's back in your pocket

Notes on Wealth

Ascendancy does not have a true money systems or accounts system, we don't monitor your earnings or outgoings, we assume everything you earn from your social status, land holdings, mines, trading vessels, occupations etc is ploughed back into to pay your servants, rent, guild memberships, sailors, buying posh clothes, travel, etc. with net outcome of 0.

The only money we consider is treasure or items found in game or money earned when you spend a downtime earning money.

During down times however we consider all aspects of your background; occupations etc and make a judgement on if you can afford to carry out your downtime, where we feel something needs to be paid for outside your net neutral earnings you will be informed.

These things might be excessive travel especially if by portals without a portal navigator or materials to build some item.

Buying Stuff

Many things across the known world many be purchased with enough cash and by knowing the right people.

Buying things during a game is a simple negotiation, it's worth what it's worth to you, you can buy it if buy it using coinage or other in game via methods such as negotiation of favours, written contracts, use of influence, promise notes, trading items previously acquired in game that you have the phys-rep for, if you have a reputation for honesty or dishonesty then these things may be taken into account by any npc's.

During downtimes you may look to purchase other items, providing something is not special or rare, you can assume you can get hold of it.

For the more specialised stuff, you will need to talk to ref who will tell you what it will cost you, sometimes it may be nothing it just comes out of basic wealth or it may cost a favour, you may need to trade or sell something you possess or just use that treasure you found in game

Getting Money

Whilst money can be found on fallen victims and is traditionally looted by combatant player characters this type of money tends to be at the low end of the value scale, most money is found in game via items or deals made with NPC's.

Getting money during a downtime usually involves spending you whole downtime at your trade, just tell the refs you want to earn some money to use on a future project or game, it's a good way to spend your downtime if you have nothing better to do

Influence

In game influence is now a critical part of game play – Player characters will now have a level of influence with all in game groups. These levels will fluctuate throughout the campaign depending on how players react to various individuals and groups.

Influence may be gained fastest through role-play interaction with the Shards various individuals and groups and also by completing various tasks and quests for them.

If you have positive influence with a certain group you will automatically gain a negative influence with any groups they have negative influence with. The level of negative influence you gain is mirrored by the level on positive influence you have.

i.e. If you are admired by a certain group you will be Hated by all the groups they have negative influence with.

There are benefits to having high influence with groups as they will offer advice, training and equipment at higher levels as follows:

Title	
Reviled	Attack on sight
Hated	Will actively seek to hinder, disrupt and even cause harm
Despised	All trade deals are increased by 10%
Disliked	No in game effect
Neutral	No in game effect
Accepted	No in game effect
Sociable	Able to gain 10% discount when trading Able to gain Veteran edges associated with group you have influence with.
Respected	Able to gain Elite edges associated with group you have influence with.
Admired	Able to gain Epic edges associated with group you have influence with.
Venerated	Able to gain legendary edges associated with group you have influence with.

Feel free to let us know which groups you think your character has influence with when booking onto an event so we can send you specific information...