




NAME 

LOOK

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+1), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS 6+CONSTITUTION

## ALIGNMENT

- GOOD  
Honor a deal, even when you come out on the losing end.
- NEUTRAL  
Honor the letter of a deal over its intent.
- EVIL  
Destroy someone's livelihood with your financial maneuvering.

## RACE

- HUMAN  
Your cap on experts in your employ is increased by one.
- DWARF  
**When your business involves mining, assaying or meticulous craftsmanship, take +1 on your Capitalism, Ho! roll.**
- ELF  
You don't have to speak someone's language to conclude a business deal with them.

## BONDS

Fill in the name of one of your companions in at least one:

\_\_\_\_\_ wants my wealth, and nothing more.

\_\_\_\_\_ is in dire need of my wealth and taste.

It's nothing personal, \_\_\_\_\_, it's just business.

\_\_\_\_\_ screwed me on a deal in the past.

## STARTING MOVES

CAPITALISM, HO!

**When you conclude a business deal to your profit, roll +INT. \*On a 10+, you gain 5 Capital. \*On a 7-9, you gain 3 Capital. \*On a -6 or less, gain 2 Capital. You can accrue a maximum of 10 Capital at any given time.**

MONEY TALKS

**When you spend, invest, or otherwise leverage your assets to gain a good or service, spend Capital and roll +Capital spent. \*On a 10+, you get pretty much what you were shopping for, when you wanted it. \*On a 7-9, pick one. \*On a six or less, pick two:**

- \*You get what you want, but it's going to cost extra.
- \*You get what you want, but it's going to take more time.
- \*You get what you want, but it's going to be substandard.

THE PRICE OF SUCCESS

**When you burn lots of money to tip the odds in your favor, spend Capital. You can take +Capital spent ongoing to all rolls related to one move for the duration of the scene.**

I'VE GOT PEOPLE FOR THAT

No Merchant Prince is without someone to do the actual work. You have three active members of your retinue. Pick their areas of expertise from the list below.

- \*Accountancy
- \*Social Butterfly
- \*Mercenarial Arts
- \*Doctor of Medicine
- \*Doctor of Natural Philosophy
- \*Chef
- \*Ne'er do well

**When you tap the skills, abilities or equipment of your employee, spend 1 Capital and roll +INT. \*On a 10+, the expert accomplishes a task for which you would not otherwise be prepared to handle. \*On a 7-9, they accomplish their task, but money isn't enough - they want a favor in return, they get caught, they're wounded, etc. - your GM will tell you what else you have to do. \*On a -6 or less, they leave your service and their task is unfinished, whether due to retirement, lack of skill, death, or other factors. Mark the expert off your list. Experts are replaced using the Money Talks Move.**



THE MERCHANT PRINCE

LEVEL XP

# Gear

Your load is 9+Strength. You start with dungeon rations (5 uses, 1 weight) and seed capital worth 5 Capital.

## Choose one accoutrement:

- Fine Chainmail (1 armor, 1 weight) and golden Guild Badge (1 weight)
- Heavy robes, furs and silks (1 armor, 1 weight, clumsy, impressive)

## Choose your last line of defense:

- A masterwork rapier (close, precise, 1 weight)
- A finely-crafted flintlock pistol (close, near, 1 weight) with ammo bag (3 ammo, 1 weight)

## Choose one perk:

- 100 coin
- An office on the waterfront
- A pocket arcane datebook

# Advanced Moves

When you gain a level from 2-5, choose one of these moves.

## CAN BUY ME LOVE

When you Aid Another, you may offer them ridiculous amounts of money instead of actually helping. In place of rolling, you can spend 1 Capital to give +1 to their roll, or 2 Capital to give +2 to their roll. In either case, you must be right there with your checkbook in hand to use this move.

## HOSTILE TAKEOVER

When you have an expert in Mercenarial Arts in your employ, spend 1 Capital. For one combat, your damage die increases to d10.

## JOB FAIR

Take +1 forward to all attempts to recruit hirelings.

## LIQUIDATION

When you use The Price of Success, you may choose to spend 2 Capital to take +2 forward.

## MAKE A STASH

Your limit of Capital increases to 15 at any one time. When you use Capitalism, Ho! to gain Capital, gain an additional 1 Capital.

## PECUNIA NON OLET

As long as you have Capital to your name, take +1 forward to all rolls involving social graces.

## SHEEP AND SHARKS

You can choose to intentionally sacrifice one of the members of your retinue to accomplish their task without rolling for the result. They immediately leave your service afterwards.

## SHORT SALE

When you destroy a dangerous financial competitor, gain 3

## SPEND MONEY TO MAKE MONEY

When you need Capital and you can't complete a deal, spend 1 Capital and roll +INT. \*On a 10+, you gain 2 Capital, for the net gain of 1 Capital. \*On a 7-9, you gain no Capital now, but take a +1 on your next Capitalism, Ho! roll.

## WEALTHY ALUMNUS

Spend 5 Capital. For one game session, you may use one move from any other class. Treat your level as one lower for choosing the move.

When you gain a level from 6-10 choose one of these moves, or one of the 2-5 moves.

## FRIEND OF THE LITTLE MAN

When you attempt to sway the mob using wealth, spend 5 Capital and roll +CHA. \*On a 10+, you've got them eating out of your hand. \*On a 7-9, you get what you want now, but you've created enemies further down the line.

## HUMAN RESOURCES

When an expert you employ is within arm's reach, you can expend that expert to completely block one instance of damage inflicted on you. Your expert is killed in the process. In the improbable circumstance the expert is not killed, they will swear eternal vengeance on you.

## GOOD CREDIT

So long as you have 3 Capital to your name, take +1 forward to rolls using The Price of Success.

## THE LARGEST PART

When you attempt to placate an actively hostile entity with money, spend Capital and roll +Capital spent. \*On a 10+, they become amiable towards you. \*On a 7-9, they appear amiable towards you.

## ONE PERCENT

Replaces: Make a Stash

Your limit of Capital increases to 20 at any given time. When you use Capitalism, Ho! to increase your Capital, gain an additional 2 Capital.

## RECRUITMENT DRIVE

Requires: Job Fair

As long as you have 3 Capital to your name, take +2 to all rolls involving hirelings.

## SINEWS OF WAR

Spend 10 Capital to purchase the services of an elite mercenary company.

When you order them to act, roll +WIS. \*On a 10+, they carry out their task to the best of their ability. \*On a 7-9, they carry out their task to the best of their ability, but they demand another 5 Capital in payent, or they disband after they finish their task. \*On a -6 or less, pick one:

\*The mercenaries desert you at a crucial moment.

\*The mercenaries ransom you for your remaining Capital.

## SMILING FACE

You may increase the size of your retinue by a number of experts equal to your CHA.

## THAT'S THE PROBLEM WITH MONEY

When you spend your resources to compel a meeting with a person, spend 5 Capital and roll +WIS. \*On a 10+, you get who you want, where you want, when you want, how you want. \*On a 7-9, pick two. \*On a -6 or less, pick one:

\*The target is summoned to the place and time of your choosing.

\*The target doesn't know you've summoned them.

\*The target doesn't benefit from your spending.

## WHAT CREDIT IS THAT TO YOU?

When you attempt to sabotage a business rival through financial manipulation, spend 5 Capital and roll +INT. \*On a 10+, they're severely disadvantaged and underfunded, ripe for conquest. \*On a 7-9, pick one:

\*Your target is weakened

\*Your target doesn't know you're acting against them