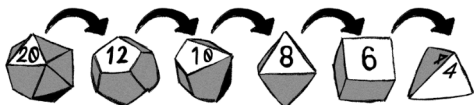


GREED

Quick Reference

STOCK DICE

If you roll a **1** or **2** on a Stock Die, and the die gets lower:



COMMON TAXES

Open a **door**: 1

Enter a **revelroom**: 5

Rent a **room** in the stables: 5 per week

BAD LUCK

- 1 Settle for less
- 2 Attack and run away in the same turn
- 3 Give something for free
- 3 Equivocate your current name
- 3 Walk out of a revelroom sober
- 5 Break a mirror
- 7 Challenge someone who isn't present
- 10 Complain about boredom
- 20 Winge about the cold
- 50 Attempt perpetual motion

ATTACK TABLE

| | |
|--------------|-----------------------------------|
| 1 or less | Miss. 0 wounds. |
| 2 | Ouch! 1 wound. |
| 3 | Ouch! 1 wound. |
| 4 | AAIIYYE! 2 wounds. |
| 5 | AAIIYYE! 2 wounds. |
| 6 | Death (target dies). |
| 7 | Death (target dies). |
| 8 | Obliteration (dies twice). |
| 9+ | Obliteration |

STOCK THREATS

What happens when your base Stock Dice run out?

EGO: When totally spent AND provoked to roll again... you die/vanish/become all.

CREDIT: Each time this decrements, your local Jawbreakers will make one attempt to beat the shit out of you. When it's spent, they try and kick you out of the tavern for good.

XP THRESHOLDS

The amounts of money at which you get XP for spending:

100 ➡ 250 ➡
375 ➡ 562.5 ➡ 1,187 ➡
2,200 ➡ 3,718.75 ➡ 5,996.87
➡ 9,414.05 ➡ 14,539.84 ➡ 22,228.51 ➡ etc.