

Starting currency

All characters will roll for starting currency, rolling for each of the currency types one time:

Copper (10 copper = 1 bronze)

%Roll needed: 30+

Amount: 1-D12 x10

Bronze (10 bronze = 1 silver)

%Roll needed: 40+

Amount: 1-D10 x10

Silver (10 silver = 1 electrum)

%Roll needed = 50+

Amount: 1-D10 x10

Electrum (10 electrum = 1 white-gold)

%Roll needed = 60+

Amount: 1-D100 x 6

White-Gold (10 white-gold = 1 yellow-gold)

%Roll needed = 80+

Amount: 1-D100 x 5

Yellow-Gold (10 yellow-gold = 1 black-gold)

%Roll needed = 95+

Amount: 1-D6 x4

Black-Gold (highest form of currency)

%Roll needed = 99+

Amount: 1-D4 x3