

NAME

Lex, Osborne, Daniel, Scrooge
Oscar, Ferrari
Eric B, Moneybags, Ostruble, Nigel, Escudo
Walter, Oswald, Tyrone, Smith,

LOOK

Shifty eyes, Naive eyes, Predatory eyes, Liquidated eyes
Sack of Wad, Wad Notes, Wad Statuettes, Jewelerwaddery
Lanky bastard, Fat bastard, Short bastard, Ugly bastard
Noble Clothes, Gaudy Clothes, Golden clothes, working clothes

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
■ WEAK -1	■ SHAKY -1	■ SLICK -1	■ STUNNED -1	■ CONFUSED -1	■ SCARRED -1
STR	DEX	CON	INT	WIS	CHA



DAMAGE



ARMOR



HP

YOUR MAX HP IS 6+CONSTITUTION

MONEY CAN BUY ME...

- ☐ **RESPECT** ~ When you use your excessive money to make friends that last beyond it.
- ☐ **LOVE** ~ Use your money to improve the life of NPCs without anything in return.
- ☐ **POWER** ~ When you defeat a personal foe by throwing money at the problem.

OCCUPATION

CHOOSE A RACE, AND DESCRIBE YOUR JOB.
WHAT'S YOUR BREAD AND BUTTER?

☐ **DOING UP THE HOUSE (SERVICE WORKER)**
You earn your pay, in part, by doing a basic job well. Choose a non-adventuring physical job –take +1 forward when performing in your line of work. Your +Income is +CON.

☐ **ALL THIS SCRATCHING (BUREAUCRAT)**
You're a bureaucrat that makes his income by fixing the numbers in your favour. **When your path is blocked by bureaucracy or paperwork**, you may spend 1 wad to immediately bypass it. Your +Income is +INT.

☐ **HEY, CHECK THIS OUT! (SALES PERSON)**
All you need to do is buy my product – who cares if it works or not? **Whenever you spend a wad on another person**, roll +CHA – on a 10+, you instead sell them a worthless item and keep your wad. Failure offers you no experience on this roll. Your +Income is +CHA.

☐ **GIMME YOUR MONEY, DWEEB! (WARLORD)**
So you may or may not have conquered and ransacked every now and then. Describe your army/gang. You may spend wad, 1-for-1, to bring in a hireling with loyalty 3, Warrior 2 until the end of combat. All other hirelings you gain have +1 Warrior. Your +Income is +Str.

BONDS

_____ Claims I can't repay them. I also like a good laugh.
Doesn't _____ owe me?
I've been told _____ worked for me once.
I may have screwed _____ over indirectly...
_____ knows my net worth...why?

STARTING MOVES

MONEY MAKES THE WORLD GO ROUND

When you spend downtime in a town where you can conduct business for the first time each session, roll +Income. Divide your roll by 2 – this is the profit from your work and how many Wads (of money) you have for the session. **Describe your Wad.**

Each Wad can be spent, 1-for-1, for either leverage, armour or as hold for moves from other playbooks (although this is limited to once per session). When you complete your alignment or resolve a bond, gain 1 Wad.

WAD COUNT: _____/_____

SHUT YOUR MOUTH AND LOOK AT MY WAD

As a business professional (of sorts), sometimes even the threat or opportunity of money can stop a man. **When you offer a bribe to your opponents using one of your wads**, roll +Income. On a 10+, choose two. On a 7-9, choose one:

- They stop attacking for a moment
- They don't start charging your arse for dosh
- You see whether they can be bribed out or not

On a 6-, you waste both their time and your wad

A POCKET FULL OF DOSH

You can lift and carry up to three times your weight in pure coin without burden. However, if this only applies if what you're carrying is made up entirely of money.

FOOL'S GOLD FOR FOOLS

Rarely, but not often, you find yourself in a situation where you just don't have the money to pay someone. **When you wish to pay someone but don't have any wads**, roll +Income. On a 10+, choose two. Otherwise, choose one:

- They don't immediately spot you're scamming them
- They won't find out for at least a week after you scam them
- They won't go after you when they find out

On a 6-, in addition to the above, you gave them something really valuable. Of yours. Take -1forward to rolling +income.

THE MONEYBAGS (WIP)

LEVEL _____
XP _____

GEAR

Your load is 9+STR. You start with 1 Wad (0 weight), 500 gold and lined clothing (1 armour). Choose your Weapon:

- ☐ Golden staff (close, two handed, Precise, 1 weight)
- ☐ Sword (close, +1 damage, 2 weight), and Shield (+1 armour, 2 weight)
- ☐ A 1:1 statue of yourself (reach, messy, clumsy, +2 damage, 3 weight)

ADVANCED MOVES

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

☐ CORPORATE BACKING

If another player agrees to it, gain a 2-5 advanced move they haven't taken from their playbook. That player, upon levelling up, may take a 2-5 advance move from your playbook (besides this one) and gain **Money makes the world go round** using the same attribute as you do for +Income.

☐ A DEBT IN EVERY PORT

When you enter a town or civilization you've been to before, name a business who either owes you money or which you own. They may provide you and your party with a night's accommodation, or more for a... reasonable fee.

☐ SORRY MATE, DON'T TAKE CHEQUES

Business savviness oft comes with the ability to say no to bad, awful or risky deals. When someone attempts to bribe you with something other than pure currency, you can immediately ask one of these three questions, which the GM should answer truthfully:

- o What would this be worth in money?
- o Can I screw them out of more than this?
- o Is this offer an insult to our intelligence?

☐ UNITED -NIL, LOADSOFMONEY - LOADS

You may, instead of rolling +bonds, roll +Wads. However, if you choose to do this, you must act in a gaudy and self-important fashion while emphasising how poor your opposition/allies are.

☐ WOP YOUR WAD ON THE COUNTER

When you buy another player/the GM something they asked for, roll +Income. On a 10+, they choose two of the following. On a 7-9, they choose one:

- o You regain 1 Wad.
- o You can use your recent purchase as leverage against them/one NPC.
- o A business opportunity appears – the GM describes what.

On a 6-, you learn an important lesson about charity.

☐ IT LITERALLY FLIES FROM MY HANDS

You may spend a Wad during combat to gain access to one of the following:

- o Spendable Shuriken (thrown, near, far, precise, piercing) start with 6 ammo
 - o Mortgage Molotov (thrown, close, near, messy) start with 3 ammo
 - o Golden Glory hounds (Reach, +2 damage, messy, clumsy) melee weapon
- People with less money than you will criticize your waste of income, however, if done in public.

☐ WORDLY

Gain a move from a playbook not in play. Treat your level as one less for the sake of purchase.

☐ DOSHLY

Gain a passive move from a playbook that isn't in play. Yes, you paid for it.

☐ IN THE COUNTRY

When you make camp, you may spend 1 wad. If you do, and the group agrees, you hold the most extravagant of parties, with gold dice, mead, and the finest of local people. Nobody heals anything, but nobody needs to take watch either.

Choose up to three:

- ☐ Adventuring gear (Corporate branded, 1 weight)
- ☐ Rare brew (unknown effect, worth 50 gold, 1 use, 0 weight)
- ☐ Butler (Hireling, loyalty 2, Cost: Living wage, Priest 2 in downtime)
- ☐ Company packed dinners (dungeon rations, 5 uses, 0 weight)

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

☐ STEP FORTH INTO THE DOSH DIMENSION

When you give someone one of your wads, you may choose whether or not to take -1 forward (stacking) to your +Income. However, at any time, you may teleport to the location of any of your marked Wads. You may have a number of marked Wads equal to your CON modifier.

☐ TOUCH OF MIDAS

Whenever you are paid in something other than money, roll +STR. On a 6-, nice job hurting your hand! On a 7-9, you think of a way to squeeze more money out of what's in your hand. On a 10+, you crush it into literal gold. The GM decides what value of gold you get.

☐ THIS IS MY MONEY FACE

You may now spend Wads, 1-to-1, in order to gain +1 forward to any basic or playbook moves which rely on charisma. **When you have at least 5 wads**, gain +1 charisma modifier. **At 0 wads**, your charisma modifier becomes -2 until you gain a wad, so that your skin becomes livelier than deathly pale.

☐ THIS IS A GOD DAMNED ARMS RACE

requires: The money literally flies from my hands

When you spend a wad to make weaponry, roll +Income. On a 7+, gain 1 more use of any ranged weapon. On a 10+, choose an extra weapon. On a 6- you suffer no penalty, but learn nothing from the experience.

☐ LAY ON DOSH

You may now spend your Wads, 1-for-1, to heal 1d4 wounds, gain leverage with members of the clergy (or very pious people) and seem like an important figure in some obscure eastern holy circle.

☐ WE BUILT THIS CITY ON DOSH AND DOLE

In response to a near fatal attack or a building collapsing, you may spend all of your Wads to give the target of the attack 1 armour for every 2 Wads spent, or prevent the building from falling for 1 minute per Wad. You may only gain 1 more Wad this session.

☐ SING A SONG OF SIXPENCE

When you lead the carouse, you may choose one additional option, on a 7+, which can be used on one of the following choices:

- o You gain a hireling with randomized skills, 1 loyalty for every 100s spent and cost: Get paid.
 - o You find yourself a couple of business opportunities – take +1 forward when you next roll +income here.
 - o You don't wake up completely and utterly hung-over.
- You don't gain access to any of these choices on a 6-. In addition, you may choose to spend 1 Wad in the place of 100s.

☐ FINANCIAL EMPATHY

You may perfectly speak to and understand any creature, being or ideal by spending 1 wad. The effect lasts until the end of the scene.

☐ A RICH MAN IS NOT A MAN, BUT AN IDEAL

You cannot die while you still have Wads. Lose 1 Wad when hit at 0hp.

☐ OTHERDOSHLY

Gain two 6-10 advanced moves from playbooks not in play. You must spend 1 Wad in order to use either. You may or may not be more money than man.