

# **Rules of the Continent**

**I. Currency**

**II. Durability**

**C**urrency is run a bit differently in my games. I did base some of it from the original forgotten realms currencies, but the values themselves have been tweaked, and some metals are more valuable - as they ought to be.

Let us start with the smallest!

## **Iron Bit**

The iron bit is the lowest form of currency. Being worth a scant fraction of what gold is worth, I will be judging everything else's value in less valuable forms. Bits will always be there.

## **Copper Penny**

Copper pennies are the next step up in the wide world of trade, being worth a whole ten iron bits.



## **Cobalt Mark**

The mark of Cobalt. Truly a sign you're entering upper middle class. These coins are worth a cool 5 copper pennies. As such, they're worth 50 iron bits.



## **Silver Talent**

Ah yes, the ring of silver. Silver is valued highly here. For all intents and purposes, it is the replacement for gold in other traditional mediums. Being worth 10 marks, it's also worth 50 copper pennies, or 500 whole iron bits.



## **Golden Drath**

With variants on the type of gold and mint, This is the heavyweight currency. You thought the divide between silver and iron was a lot? This thing is worth 100 silver coins. That's 1,000 marks, 5,000 pennies, or 50,000 iron bits.

**D**urability is a function that is completely manufactured in my world. It works differently for arms and armor, with the former having several stages before breaking, and the latter having a number of 'uses' before sundering and becoming useless.

### Weapons

With a weapon, there are five stages it can be in:

Broken, Dulled, Normal, Sharpened, or Honed.

Broken nullifies the weapon. Any attacks do half damage, and modifiers cannot be added to them.

Dulled/blunted/dirty is functional, but at a damage disadvantage. Any attacks are performed at a -1 to damage, but not to hit.

Normal is the standard, with no bonuses or penalties

Sharpened/weighted/calibrated is the opposite of dulled, where it adds +1 to damage performed with the weapon.

Honed/refined is the extreme, with a +2 bonus to attack damage.

Each stage has the same number of hit points, which is determined by the weapon and must be tracked.

*Stringed* weapons function differently, such as a bow. The strings themselves take durability damage. There are different types of strings with different damage thresholds, and they function more similarly to armor.

### Armor

Armor, unlike weapons, have a singular health pool. Once that health pool is reached, the armor is broken and only provides as much protection as 10 + any dexterity restrictions. It also has any stealth restrictions or strength requirements.

Repair - Weapons can be repaired with whetstones, or kept up on with oil. Armor, depending on the material, can be mended with spare cloth, leather, or bits of metal if a smith's kit is available, but that only repairs it so much. For sharpening(taking past Normal quality), or a complete repair for your armor - a visit to a Smith is needed.