

The Merchant

by Henry Branscombe



Money is power. Knowledge is power. Money therefore both gives you knowledge and power when you've got it and takes both to make it. Well, either you've got a bit already or you're going to soon, it's time to get to work! After all, time is money!

Entry Condition

You must acquire a business or begin play with one in order to take Entrepreneur. You must take Entrepreneur before you can take Rich in Kindness or Standards and Practices.

Moves



Entrepreneur

You own and operate a business! Give it two Tags that detail it, then have the two characters you most and least trust do the same. Whenever a substantial amount of time passes, roll +nothing. If there are more positive than negative Tags currently attached to your business, add 2 to the roll. On a 7 or greater, your business is doing well and hasn't attracted any negative attention. On a 10 or greater, you have a bit of extra cash to burn however you see fit.



Rich in Kindness

If you have 0 max Fortune, increase it by one. You may spend Fortune to prevent others from taking Tags so long as you utilize your business in some way. If you do, the one giving the Tag gives one to your business instead.



Standards and Practices

Write a Chakra for your business. When sticking to it causes trouble or conflicts between it and your own Chakras, gain 1 Chi. If your business breaks its Chakra, the MC may give it a Tag of their choice.