

Living Expenses

During a campaign, time outside of the dungeon tends to go by quickly. Below are charts to keep track of some general expenses based on the PC's chosen standard of living. These are very loose guidelines to help the GM deplete the financial resources of his party of adventurers. The GM should feel free to ad-lib these charts as he/she sees fit. Daily expenses have been added for convenience.

	<i>The Privileged</i>		<i>Common Folk/Merchants</i>		<i>Working Class</i>		<i>The Great Unwashed</i>			
	Noble Lodge/Tavern		City Inn/Tavern		Travelers Inn/Tavern		Dive		Slum/Flophouse	
<i>Lodging</i>	Day	Week	Day	Week	Day	Week	Day	Week	Day	Week
-Private Room	20gp	210gp	10gp	70gp	7gp	49gp	4gp	28gp	2gp	14gp
-Shared Room	12gp	84gp	4gp	28gp	3gp	21gp	2gp	14gp	1gp	7gp
-Common Room	-	-	6sp	42sp	3sp	35sp	1sp	7sp	5cp	35cp
	Healing 2x normal 1% robbery		Normal Healing 3% robbery 7% common rm robbery		2% robbery 5% common rm. robbery		1/2x Normal Heal 7% robbery 15% common rm robbery/ 1% wounded 1d6		No Healing 15% robbery 30% common robbery & wounded 1d6	
<i>Meals</i>	Meal	Week	Meal	Week	Meal	Week	Meal	Week	Meal	Week
-Feast	25gp	168gp	10gp	70gp	-	-	-	-	-	-
-Excellent	12gp	84gp	5gp	35gp	5gp	35gp	3gp	21gp	-	-
-Good	5gp	35gp	2gp	15gp	2gp	15gp	1gp	7gp	5sp	35sp
-Average	-	-	5sp	35sp	5sp	35sp	3sp	21sp	1sp	7sp
-Fair	-	-	-	-	3sp	21sp	7cp	5sp	3cp	21cp
-Cheap	-	-	-	-	2sp	14sp	4cp	28cp	2cp	14cp
-Poor	-	-	-	-	-	-	-	-	1cp	7cp
	Excellent 5% extra healing/wk. Feast 10% extra healing/wk.						Cheap: 5% sickness		Cheap:10% sickness Poor 20% sickness	
<i>Binge Smoking & Drinking</i>	Night	Week	Night	Week	Night	Week	Night	Week	Night	Week
Forget Your Name	170gp	1190gp	100gp	700gp	100gp	700gp	50gp	350gp	25gp	175gp
Forget The Pain	125gp	875gp	75gp	525gp	75gp	525gp	30gp	210gp	10gp	70gp
Forget The Day	100gp	700gp	40gp	280gp	40gp	280gp	15gp	105gp	7gp	49gp
	Hangover -1 str/ -1dex +1 cha looking cool 10% addicted		Hangover -1 str/ -1dex 5% addicted		Hangover -1 str/ -1dex 5% addicted		Nasty Hangover -1str / -1 Dex / -1 cha / 5% nauseous during combat 10% addicted		Extremely nasty Hangover -2str / -2 Dex / -2 cha / 10% nauseous during combat 20% addicted	
<i>Escorts</i>	Night	Week	Night	Week	Night	Week	Night	Week	Night	Week
-Courtesan	300gp	2100gp	-	-	-	-	-	-	-	-
-Dancing Girl	150gp	1050gp	100gp	700gp	90gp	630gp	45gp	315gp	-	-
-Whore	75gp	525gp	60gp	420gp	50gp	350gp	25gp	175gp	5gp	35gp
-Slut	-	-	40gp	280gp	30gp	210gp	10gp	70gp	3gp	21gp
-Skank	-	-	25gp	175gp	20gp	140gp	5gp	35gp	1sp	7sp
Escort Happening Roll 3d6: Courtesan +4 ; Dancing Girl +2; Whore +0; Slut: -2; Skank -4										
0	2 Diseases & Robbed & Beaten 1d6 damage				15-18		10% Secret Learned			
3-7	Disease & Robbed				19-21		Feeling Suave +2 Cha (temp) Secret Learned			
8-11	Robbed & 15% disease				22		Vision Seen - 50% truth			
12-14	10 % robbed									
<i>Stabling</i>	Day	Week	Day	Week	Day	Week	Day	Week	Day	Week
	3gp	21gp	5sp	35sp	5sp	35sp	1sp	7sp	3cp	31cp