

# Plasm Economy

## What is Plasm?

Plasm is the immaterial pseudo-matter of which ghosts are made; it is literally the fuel for the powers of a Sin-Eater.

Plasm is valuable but not easily traded, and acquiring Plasm in the first place can be troublesome.

## How much do I have?

All new Bound start with half their maximum pool, plus 1 for each dot of Haunt Residue they have. They **DO NOT** start each game with this amount! This is **ONLY** for starting players.

We recommend that STs and players track Plasm from game to game. This will make Plasm into a valuable resource to be fought over and conserved, rather than a “gimme” of supernatural fuel. This brings a stronger sense of verisimilitude to the game, as well as another layer of complexity and danger. In order for this to function, there must **ALSO** be a limited amount of free Plasm sources, like Cenotes, available. Not every Low Place develops Residue, nor does every basement have the ability to become one.

## Sources of Plasm

Haunts provide 1 Plasm per **week** per dot of Residue. This is **shared** amongst all those who share a Haunt.

Deathmasks provide a separate Plasm pool of 5 points. It replenishes at the rate of 1 Plasm per day at dusk.

Ectophagia, or “huffing”, can provide a quick fix of Plasm. The Sin Eater first defeats a ghost, then consumes its corpus before it fades away. This is a Synergy Sin at 6, and is considered at BEST with disdain by the majority of Bound (like yourself). Those who do it often earn the title of “ghoul”.

Threshold Resonance, or when you perform acts in line with your Geist’s Threshold, is another way to gain plasm. You **MUST** take it “to the edge” to earn this bonus - either losing most, if not all, of your health to damage, or testing for degeneration, both after taking an action that resonates with your Geist’s Threshold. The plasm gained depends on how well you are in conjunction with your Geist’s Threshold; 1-3 is standard (usually 2), while 5 is truly exceptional (never more than that).

Channeling your Archetype is when you channel your Archetype through your Virtue or Vice. If you gain Willpower from your Virtue or Vice, and this action supports your Archetype or is pursuit of your Archetype's norms, you gain back all of your pool or one plasm, respectively. To restate - if you channel your Archetype through your Vice, you gain ONE plasm in addition to the one Willpower, while if you channel it through your Virtue, you gain ALL plasm in addition to ALL Willpower. This can occur once per scene.

Resolution is one of the hardest methods to restore your Plasm pool, and yet is one of the most powerful. If you are present at the passing on of a ghost, were influential in it's passing on (without you, it would have not gotten to the point to pass on), the ghost has NO anchors, and the Pass On Ceremony is performed, you refill your Plasm pool completely.

## **Driving Games**

If you want Plasm to be an important part of your venue, we can help! Plasm as a limited resource only functions if players (and STs) track plasm. We recommend adding it to your sign-in sheet and having players check it back in at the end of the night. If you want resource management to be a key part of your games, you can restrict Plasm gain to at-game actions only. This means that all actions in regards to the generation of Plasm must occur during the bounds of a game session. If you want to ease this restriction somewhat, you can allow players to submit downtime actions in search of Plasm. Details of what they do to generate the Plasm should be provided in each action - we recommend that members of Krewes submit joint downtimes when desired.

## **Traveling Players**

If you travel to another game, we recommend having you and your ST contact the ST of the other game with your current Plasm total. If you do not transmit this data to the ST of the domain you're visiting, we recommend that the local ST starts you with a pool of 5 Plasm at that game.