

# Loans

Rules for loans are found on PHB 35. What that looks like may vary between campaign settings, but we recommend the system on this page.

## Getting a loan

Loans can be taken anywhere with a [moneychanger](#). No settlement will be capable of giving a single character a loan in excess of 1 gp per population. So a town of 2,000 could not give a loan larger than 2,000 gp to a single character.

## Security

The moneychanger may want for some security (see the Interest section below). Security can be in the form of any wealth accepted as payment by a [trainer](#), including coin, gems, jewelry, or magic items<sup>1)</sup>.

## Interest

Interest compounds monthly, with a minimum of one time. Therefore, if a PC takes a loan out at 10% and repays it later that day, they still need to pay back 10% more than the loan.

The following table “bakes in” the assumed reputation gain of characters as they go up in level. Rates should be worsened for a character with a negative reputation.

| Character                       | Monthly interest rate | Security   |
|---------------------------------|-----------------------|--|
| 1st - 2nd level                 | 10%                   | Reaction check: [Positive] 50% loan value required in security. [Neutral or worse] 100% loan value required. |
| 3rd - 4th level                 | 9%                    | Reaction check: [Positive] No security required. [Neutral or worse] 50% loan value required.                 |
| 5th - 6th level                 | 8%                    | Optional 50% security reduces interest rate by half.   |
| 7th - 8th level                 | 7%                    | Optional 50% security reduces interest rate by half.   |
| 9th+ level <sup>2)</sup>        | 6%                    | Optional 50% security reduces interest rate by half.   |
| <a href="#">Name level</a>      | 5%                    | Optional 50% security reduces interest rate by half.   |
| Owns <a href="#">stronghold</a> | 4% <sup>3)</sup>      | Optional 50% security reduces interest rate by half.   |

1)

The sell value of the items should be considered, not their base value or XP value. For more info, see [selling treasure](#)

2)

If the character is name level by now, use that row instead.

3)

Based on DMG 35's rate for propertied characters.

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