Subscription

Subscription fee

£12.99 a month or £120 a year.

Add money

Add money

Free.

However, if you add money with a card that has not been issued within the EEA (e.g. a US-based card) or you add money with a commercial card then we may charge a small fee just to cover our costs.

Card

First Revolut card

Free. Your first card can be a Metal Premium or Standard one. (But remember, you may have to pay a card delivery fee and £40 for the Metal card itself if you cancel your subscription within 14 days of signing up and a Metal card has been sent.)

Second Revolut card

Also free. Your second card can be a Metal, Premium or Standard one (unless your first card was Metal - you only get one free Metal card). If you cancel your subscription within 14 days of ordering a second card, you may have to pay a card delivery fee.

Additional Revolut cards

Your first two cards are free as a Metal customer (as set out above). After this, we charge £40 per additional Metal card (or £10 per additional non Metal card).

Custom Card (design your own card in the Revolut App)

£5. (But a delivery fee applies - we'll tell you what fee applies before you order your card in the App.)

If you need to replace a Custom Card, the same fee applies.

Special Edition Card

Price per card varies depending on the edition. (And a delivery fee applies - we'll tell you what fee applies before you order your card in the App.)

If you need to replace a Special Edition Card and the card is still on offer, you will need to pay the same fee again.

Express delivery for Revolut cards

Free. (But remember, you may have to pay this back if you cancel your plan within 14 days of ordering the card.)

Virtual Revolut Cards

Free.

Spend

ATM Withdrawals

Free withdrawals up to £800, then a fee applies. That fee is 2% of the withdrawal, subject to a minimum fee of £1 per withdrawal.

Metal Cashback

The maximum Metal Cashback you can receive in one monthly billing cycle is £12.99.

Send

Everyone on Revolut can send money in one way or another for free.

Depending on your plan, you may only be able to make set types of payments, or a set number of them for free. This page sets out the payments you can send for free on a Metal plan, and the fees you will pay for any other payments. If a fee applies, we'll let you know in the Revolut app before you make the payment.

Instant transfers to other Revolut Users

Free.

This means any Instant Transfer to any Revolut user, globally.

Local payments

Free.

This means payments in your base currency that are sent to an account in your country.

Payments within the Single European Payments Area

Free.

This means payments in euros or Swedish krona that are sent to an account outside your country but inside the Single Euro Payments Area (known as "SEPA"). For Romanian customers, this also includes the same payments when made in Romanian leu.

All other international payments

Your first three payments are free. After that a fee will apply.

This fee will be calculated in real time and shown to you in the app before you make the payment. You can also see our live fees here. The exact fee will depend on what currency you are sending and where you are sending it to but our maximum fees are capped. This means any international payment (other than a payment within the Single Euro Payments Area, as set out above).

Exchange

Whenever you make a currency (including cryptocurrency or precious metal) exchange in the Revolut app, we'll use an exchange rate based on our market data, which is based on foreign-exchange market. There is more information about our exchange rate in our Crypto Terms, Personal Terms, Precious Metals Terms and Business Terms.

For certain exchanges we add a percentage (a mark-up), which changes according to when and how frequently the currencies are traded. These are set out below.

The exchange rate for cryptocurrency includes our fee for our Crypto Services. This fee is 1.5% for Premium and Metal users (and 2.5% for Standard users). We don't charge you any other fees for this service.

We charge a fee of 1% for exchanges on weekends and bank holidays (in London) because exchange markets are generally closed and less currency and precious metals are traded during these times. We may charge this fee if exchange markets are closed at other times too. You can avoid these fees by making your exchange on a weekday.

We charge a fee for cryptocurrency exchanges. This fee is 2.5% for Standard and Plus users (and 1.5% for Premium and Metal users). We don't charge you any other fees for this service. The exchange rate for precious metals does not include our fee for our Precious Metal Services. This fee is 1.5% for Standard and Plus users (and 0.25% for Premium and Metal users) and is shown separately in the app when you make an exchange. We don't charge you any other fees for this service.

Weekday exchange fees

If you are a Metal customer and make an exchange on a weekday, these are the fees that will apply to your exchange.

- Standard money currencies (USD, GBP, EUR, AUD, CAD, NZD, CHF, JPY, SEK, HKD, NOK, SGD, DKK, PLN, CZK or any other currency not listed as a "less traded money currency" below): No fee.
- Less traded money currencies (THB and UAH): 1.0% fee.
- Cryptocurrencies: 1.5% fee.
- Precious metals: 0.25% fee.

Weekend exchange fees

If you are a Metal customer and make an exchange on a weekend, these are the fees that will apply to your exchange.

• Standard money currencies (USD, GBP, EUR, AUD, CAD, NZD, CHF, JPY, SEK, HKD, NOK, SGD, DKK, PLN, CZK or any other currency not listed as a "less traded money currency" below):

1.0% fee.

- Less traded money currencies (THB and UAH): 2.0% fee.
- Cryptocurrencies: 1.5% fee.
- Precious metals: 1.0% fee.

The highest rate relevant to your conversion will apply. For example, for a conversion between USD and THB on a week day, we will apply the mark-up that applies to THB (1%), not the mark-up for USD (0%).

To view this in the regulator's standardised format please click here.

A glossary of the terms used in this document is available free of charge here.