

MERCHANT TRADE MANUAL

THIS MANUAL BELONGS TO:

VERSION - 1.0 - 5 EXP

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=== Trade Description ===

The Merchant skill allows you to use your resources to buy and sell goods.

=== Equipment Required ===

- A table or display
- Items for sale, in-game or out-of-game

=== Time & Actions ===

Steady Income

Time: N/A

Action: Flip a coin at check-in; a Merchant gains an additional silver if the result is heads, representing their ability to make a little extra currency. If the player takes Profession: Merchant, they gain a +1 bonus when calculating how much money they earn during downtime.

Trading Investments

Time: N/A

Action: At check-in of an event, a Merchant may invest an amount of coin up to 10 in a certain type of trade good. There is a 50% chance that the investment paid off and the merchant doubled their money. If the investment was not successful, the Merchant loses all coin invested in those goods. What goods are chosen are purely for role play discussion and back-

ground information and do not require actual goods or items.

Mercantile Influence

Time: N/A

Action: This trade also gives a small passive bonus to Lore: Economics and Resource: Economics. A Merchant who sets up their wares and sells items during an event may use their Resources: Economics skill to increase their Faction's Income roll for that month.