

# **Merchant Trade Manual**

Version 1.1

Owner:

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### === Trade Description ===

The Merchant skill allows you to make extra coin through investments and trade.

### === Equipment Required ===

- A table or display
- Items for sale, in-game or out-of-game
- Seller's Permit card with writing utensil
- A ten-sided die (D10)

### === 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 60% chance that the investment paid off and the merchant doubled their money based on the type of goods the Merchant chooses to invest in (Roll of 5 or higher on a D10). 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 background information and do not require actual goods or items.

**Goods:**

- Fish or Wild Game
- Pelts and Furs
- Lumber
- Ores and Stone
- Farm Goods (Crops/Livestock/Animal Products)

## **Mercantile Influence**

**Time:** N/A

**Action:** A Merchant who sets up their wares and sells items during an event gains a chance to earn extra silver at the end of the event, based on the below payout scale. To use this skill the merchant must bring a Seller's Permit and have it signed by staff or a staff appointed PC or NPC. This slip will only be signed if the merchant has set up a shop or stand to sell their wares from.

**Extensive Skill:** If the player takes Profession: Merchant then they gain a +1 bonus to their roll. If the player takes both Appraise and Lore: Economics then they gain a +1 bonus to their roll. Additionally, if the player puts extensive effort into the appearance or quality of their shop or stand then they may gain an additional bonus to their roll; whether a further +1, re-roll, or other benefit determined by staff. This bonus is applied when calculating how much money they earn through the Mercantile Influence action. If the final result is 10 or higher the player may choose to earn a single use of Clout, which can be used during the following month's resource/organization action submission.

### **Payout Scale:**

1-4 = 0 Silver

5-9 = 1 Silver

10+ = Choice of 2 Silver or Clout