

MERCHANT

Merchants make their livings plying the spaceways. These characters never care to spend much time in port, because there is money to be made through motion. A Hauler will stay in port just long enough to sell his wares, and pick up any juicy rumors as to what might be needed or in short supply further along his route. These rough and tumble characters are similar to depression era farmers, making their livings as a family, isolated from the outside world. They don't usually make a lot of money, and most of what they *do* make is sunk right back into the ship that is a combination of home, workplace, and business. Typically ships have been in families for many generations, and are beaten, worn hulks that have been added onto and altered again and again.

REQUIREMENTS

To qualify to become a merchant, a character must meet the following criteria (the quickest path into this class is through the Charismatic Hero basic class)

Skills: Diplomacy 6 ranks, Bluff 6 ranks

Feats: Trustworthy

CLASS INFORMATION

The following information pertains to the merchant advanced class.

Hit Die: 1d6

Action Points: 6+ one-half character level, rounded down, every time the character gains a new level in this class

Class Skills: The merchant's class skills (and the ability for each skill) are: Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (business, civics, current events, popular culture, streetwise) (Int), Navigate (Int), Perform (Act) (Cha), Pilot (Dex), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none)

Skill Points at Each Level: 7 + Int modifier

CLASS FEATURES

All of the following are features of the merchant advanced class.

Market: The merchant has wholesale/retail contacts in one particular world's marketplace. His contacts grant him a bonus of +2 to all skill checks associated with trade (Bluff, Diplomacy, Gather Information, Intimidate and Perform (act) are the primary skills) in his chosen market. The merchant gains this ability at 1st level and a new Market at 4th and 7th levels.

Ear to the Ground: This ability allows the merchant to make a Gather Information skill check (DC 20) to find out about a short-term opportunity to make some quick cash. This gives the merchant a one-time bonus to his Diplomacy skill to determine the price of his next sale; +1 for every two by which the skill check exceeds the DC. So, the merchant might hear about a new computer system being installed at the Pluto Observatory, and the scientists need a ton of fiber optic cable *now* to make it happen, not in 6 months when they get their next supply run. If the PC could find a ton (or several) of fiber optic cable (requiring an adventure), he would make a killing.

Bonus Feats: Banter, Black Market, Charismatic Plus, Deceptive, Midas Touch, Peacemaker, Renown, Rumor Monger,

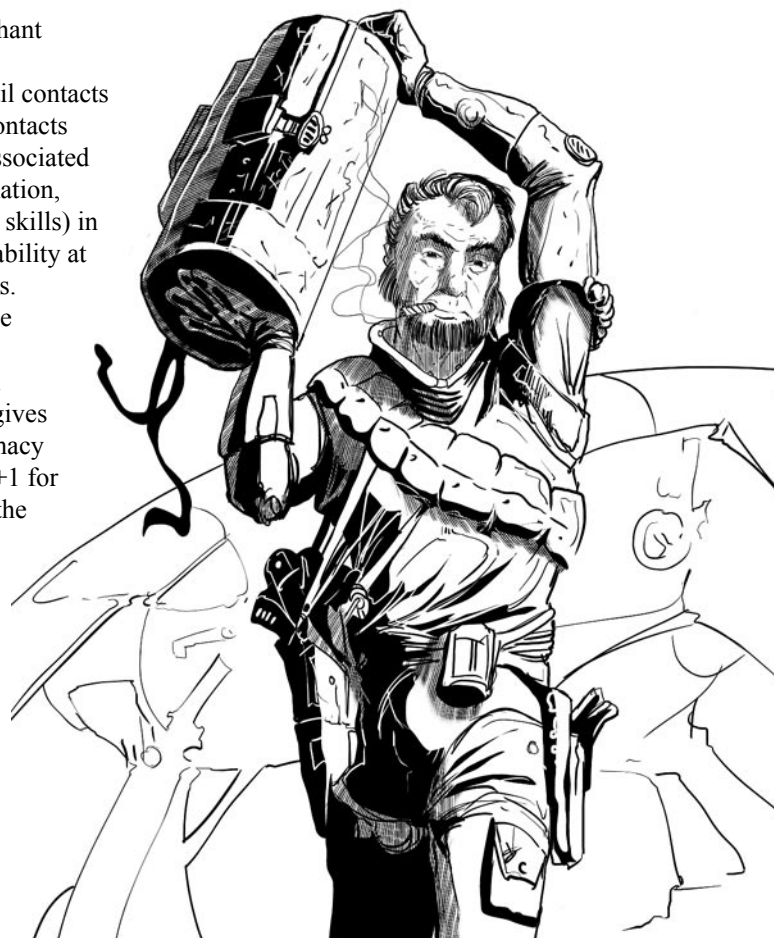


TABLE 1-1: THE MERCHANT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Market	+0	+1
2nd	+1	+0	+0	+3	Ear to the Ground	+1	+1
3rd	+1	+1	+1	+3	Bonus Feat	+1	+1
4th	+2	+1	+1	+4	Market	+1	+2
5th	+2	+1	+1	+4	Money Talks	+2	+2
6th	+3	+2	+2	+5	Bonus Feat	+2	+2
7th	+3	+2	+2	+5	Distribution Network	+2	+3
8th	+4	+2	+2	+6	Market	+3	+3
9th	+4	+3	+3	+6	Bonus Feat	+3	+3
10th	+5	+3	+3	+7	Starship, Market Leverage	+3	+4

Speed Dial, Well Connected, Windfall

Money Talks: As the merchant becomes more successful he will find that mercenaries will be more willing to work for him. The merchant adds +2 to his leadership score when hiring mercenaries. Each time the merchant takes Renown or Wealth, he adds an additional +1 to his Leadership score when hiring mercenaries.

Distribution Network: Distribution costs are a large portion of any businesses expenses. By pooling resources, an influential businessman reduces these costs. This grants the merchant a +2 bonus on to the Wealth value of all trade goods sold on a world where the merchant has established market connections through the Market class ability.

Starship: At this level the merchant has proven herself worthy to be given a significant stake in her business: a Starship of her very own. However, the character's business will expect a 10% cut of any money the character makes as a way of showing her appreciation.

Market Leverage: At this level, the merchant is a titan of business, actually able to *manipulate* prices by restricting demand, engaging in monopolistic practices, and unduly exerting his influence. This ability increases the bonus granted by Distribution Network by an additional +2.



BLOOD AND SPACE 2: MERCHANTS, PIRATES AND SMUGGLERS

Welcome to the second installment of the second edition of RPG Objects' Blood and Space supplement. This book will focus on those who ply the spaceways to make a profit. Whether as an honest merchant working for themselves or a company, a smuggler working with illicit material or a pirate who steals from any tempting target, this book is for you.

OPEN GAME LICENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Unearthed Arcana Copyright 2004, Wizards of the Coast; Author Andy Collins, Jesse Decker, David Noonan, Rich Redman

Mutants & Masterminds Copyright 2003, Green Ronin Publishing

Swords of the Father Copyright 2003, The Game Mechanics.

OGL Cybernet – CYBERPUNK ROLEPLAYING is Copyright 2003, Mongoose Publishing Limited.

Blood and Space: Merchants, Pirates and Smugglers Copyright 2005, RPGObjects; Author Paul King, Charles Rice

OPEN GAMING CONTENT

Designation of Product Identity: The following terms are designated as product identity as outline in section 1(a) of the Open Gaming License: Blood and Space.

Designation of Open Gaming Content: The following sections of *Blood and Space: Merchants, Pirates and Smugglers* are designated as open gaming content except for terms defined as product identity above. All illustrations, pictures, and diagrams are Product identity and property of RPGObjects™.

Chapter 1: The class descriptions and fiction (**italicize text in purple boxes**) are closed content. All other text in this chapter is open content.

Chapter 2: The fiction (**italicize text in purple boxes**) is closed content. All other text in this chapter is open content.