

## 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 1<sup>st</sup> level and a new Market at 4<sup>th</sup> and 7<sup>th</sup> 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,

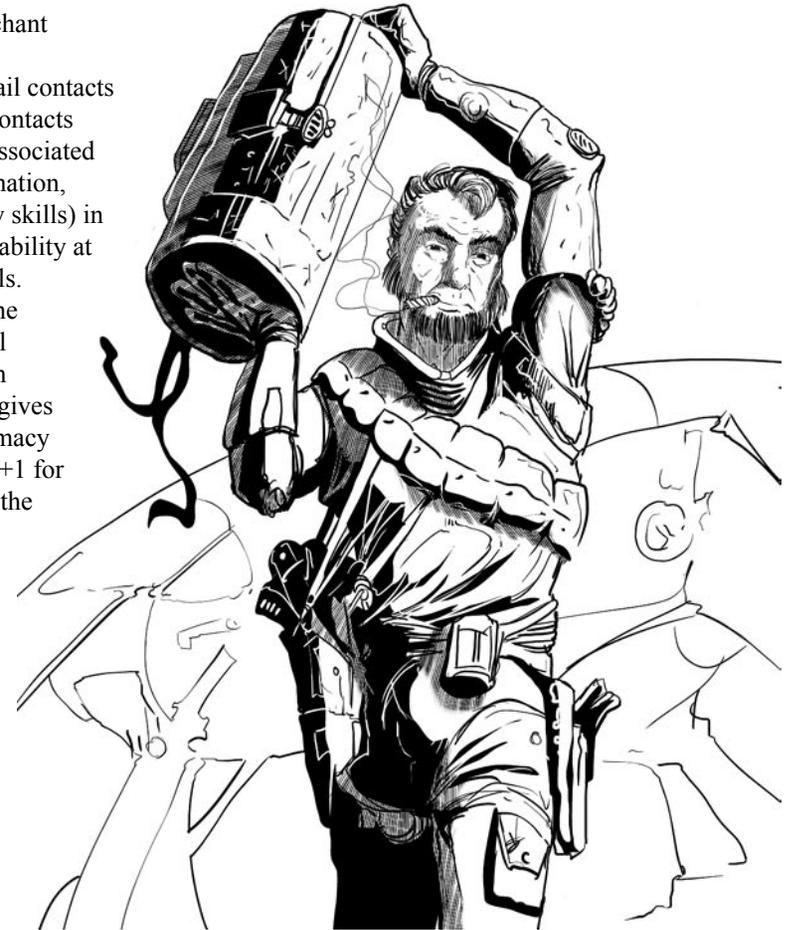


TABLE 1-1: THE MERCHANT

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.

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