

Merchant Adventurer

Rogues may choose to start as Merchant Adventurers. Merchant Adventurers deal with illegal or dangerous trade. They are somewhat adept at fighting and know several skills useful to commerce. Merchant Adventurers are found as smugglers, black marketers, caravan masters, pirate lords, treasure hunters and ship captains. They often organize expeditions into unknown lands. Merchant Adventurers can be of any alignment, and must possess a Charisma of 10+.

- Prime Attribute: Charisma 13+, +5% experience
- Gains 1d6-1 HP/level
- Fights using the Cleric combat table
- Can use the following armor; quilt, soft leather, linen, cuirboulli, and ring. Can use a shield.
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, sling, and short bow
- Merchant Adventurer has bonuses to the following abilities: Area Knowledge (any region), Haggling, History, Locution, Professional (one type), and Survival (any region). The character gains +2 bonus every level to be applied to his merchant adventurer abilities. No more than half of a character's ability bonuses can be spent on a single ability. Merchant Adventurers often develop Area Knowledge of many different regions along with survival skills.
- A Merchant Adventurer start with two free ability bonuses that can be applied to any other ability and gains one free bonus every level. No more than half of a character's ability bonuses can be spent on a single ability.
- At 3rd level the experience of the Merchant Adventurer is such that he may start using 1st level Arcane Scrolls and 1st level magical wands with a successful Thaumatology ability roll. At 5th level this increases to 2nd level Scrolls and Wands and increases by +1 level every odd level until 6th level scrolls and wands are reached at 13th level. The base difficulty for using a scroll or wand is 15+spell level. Thus to use a scroll with a 5th level arcane spell will require the Merchant Adventurers to roll a 20 or better on a Thaumatology ability roll.
- At 9th level a Merchant Adventurer may opt to form his own Company and attract investors and loyal followers.

Merchant Adventurer Advancement Table

Level	Experience	Hit Dice	+ Hit	Save
1	0	1	+0	16
2	1,750	2	+0	15
3	3,500	3	+1	14
4	7,000	4	+1	13
5	14,000	5	+2	12
6	28,000	6	+2	11
7	56,000	7	+3	10
8	84,000	8	+3	9
9	126,000	9	+4	8
10	189,000	+2 hp	+4	7
11+	+88,000/lvl	+2 hp/lvl	+1/2 lvl	6

Level	Merchant Adventurer	Free Bonus
1	+8	+4
2	+10	+5
3	+12	+6
4	+14	+7
5	+16	+8
6	+18	+9
7	+20	+10
8	+22	+11
9	+24	+12
10	+26	+13
11+	+2/1 lvl	+1/1 lvl