

## 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 and lead expeditions into unknown lands. Merchant Adventurers can be of any alignment and must possess a Charisma of 10+.

Merchant Adventurers have the following:

- 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, blackjack, dagger, light mace, staff, short sword, light crossbow, dart, sling, and short bow
- Merchant Adventurer starts with eight ability bonuses that can be applied to the following abilities: Area Knowledge (any region), Hagglng, History, Locution, Professional (one type), Seamanship, Shipwright, 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 for different terrain.
- A Merchant Adventurer starts with eight free ability bonuses that can be applied to any other ability and gain four free bonus every level. No more than half of a character's ability bonuses can be spent on a single ability.
- By 3<sup>rd</sup> level, Merchant Adventurers has collected all kinds of information in their travels about the strange and unusual. The Merchant Adventurer has picked up enough arcane lore to start using 1<sup>st</sup> level Arcane Scrolls and 1<sup>st</sup> level magical wands with a successful Thaumatology ability roll. At 5<sup>th</sup> level, this increases to 2<sup>nd</sup> level Scrolls and Wands and increases by +1 level every odd level. The maximum level of scroll and wands that can be used are 6<sup>th</sup> level scrolls and wands when the character reaches 13<sup>th</sup> level. The base difficulty for using a scroll or wand is 15 + spell level. For example, to use a scroll with a 5<sup>th</sup> level arcane spell will require the Merchant Adventurer to roll a 20 or better on a Thaumatology ability roll.
- At 5<sup>th</sup> level a Merchant Adventurer may opt to become a factor and be placed in charge of a ship or operating a caravan for their Company.
- At 9<sup>th</sup> 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

## ***Merchant Adventurer Bonuses***

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