

Mercantile (Ability)

This ability will give an added bonus to dice-roll checks for bartering to his or her favor.

Modification Point cost: 2

Prerequisites: Trade-Skill: "Merchant/Trader".

Ability-points to invoke: 2

Area of Effect: Targeted merchant.

Avoidance-roll: vs. "Intelligence". If the targeted merchant does not make this avoidance-roll, the Thief will gain a better deal for items bought and sold. If the targeted merchant succeeds the avoidance-roll, he or she will not know the thief has used Mercantile on him or her.

Damage: None.

Duration: For the time it takes to barter and trade.

Effect time: Instant.

Explanation: This ability will sway the decision of the targeted merchant in favor of the Thief.

If this ability works, the following bonus will be added to the successful completion of buying and selling in favor of the Thief:

%Roll: Decreased cost and increased sale:

01-33: +10%

34-66: +20%

67-00: +30%

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Enough time to barter with the merchant.

Maximum adjustment: +30%

Notes: Anyone buying or selling is considered a merchant.

Range: Targeted merchant.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 8,500 white-gold