

Merchant / Trader

This skill will enable one to more successfully deal in the trading of goods.

Note: There is no mastery for this trade-skill.

Prerequisite: 18+ Charisma.

Modification-point cost: 6

Training Time: 12 weeks (84 days).

Training note: This is an averaged time to complete the full training for Merchant / Trader. However, the training time can vary according to the student's Charisma as follows:

For every point of Charisma above 28, the training time will be reduced by three days (minimum 42 days to train).

For every point of Charisma below 24, the training time will be increased by three days.

Training Cost: 6 white-gold per day of training.

Your Charisma will be the % chance to successfully sway a transaction, wether it be the buying or selling of an item.

Example: If you have a 30 Charisma, you will have a starting 30% chance to succeed at Merchant / Trader.

For every 5 successful transactions you make (in your favor), the % chance to make another will increase by +1.

Example:

If you have a 30 Charisma, and successfully make buy a large cloth backpack 7 electrum (they are usually 8 electrum), you will gain +1 added to your current 30% chance the next time you attempt to barter on a price (you would then have a 31% chance). If you make another successfully, your skill would increase from 31% chance to 32%.

Obviously there is a limit to the discount you can get when buying an item, or how expensive you can sell an item for, but this will be up to the Discretion of the G.M. during game-play.

Maximum success chance: 70%