

# MERCHANT

Character: \_\_\_\_\_ Race: \_\_\_\_\_

<b>LEVEL 1:</b>	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Level 1 skill for third profession:	
Choose 1 General Skill:	
Choose 1 General Skill:	
Choose 1 Aspect:	

**Basic Stock** - At the beginning of each game the merchant will be able to pick a total of four (4) materials from the material box. This does not include rare materials.

**Jack of all Trades** - Merchants are allowed three (3) professions.

**Magic:** *Merchants may learn Formal Magic.*

*4 spells available per Life*

## Formal

Silence
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<b>LEVEL 2:</b>	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Level 2 skill for third profession:						
Choose 1 General Skill						
Choose 1 General Skill						

**Increased Stock**- At the beginning of each game, the merchant will be able to pick a total of six (6) materials from the material box. This does not include rare materials.

**Trader** - The merchant is able to see standard pricing for materials around the world through the Exchange (provided by GMs).

**Magic:** *Merchants may learn Formal Magic.*

*3 spells available per Life*

## Formal

Spell Block
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LEVEL 3:	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Level 3 skill for third profession:						
Choose 1 General Skill						
Choose 1 General Skill						

**Master Craftsman** - Merchants can re-roll a failed crafting check up to two (2) times per day.

**Well-Stocked** - At the beginning of each game, the merchant will be able to pick a total of eight (8) materials from the material box. This does not include rare materials.

LEVEL 4:	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Level 4 skill for third profession:						
Choose 1 General Skill						
Choose 1 General Skill						

**Rune Lock** - The merchant can lock their chest with a lock that cannot be picked, even by a master rogue. The lock must have a silver ribbon tied around it to signify a runelock is being used. The lock can still be destroyed by acid. Only one rune lock may be used per game per merchant. If the lock is destroyed, the character must use a different level lock in its place.

**Thoroughly-Stocked** - At the beginning of each game, the merchant will be able to pick a total of 10 materials from the materials box. This does not include rare materials.