

TRADING ITEMS

SOMETIMES ALL WE WANT TO DO IS TRADE

DOWNTIME TRADING



ometimes players may have items to trade or sell as part of their downtime activity. Whilst the downtime rules cover selling magic items it does not cover selling / trading normal items.

Situations arise where it can be particularly difficult / easy to trade or sell magic items in an area and other solutions may be found.

For example, the Wizard needs gold to cover the cost of magical components to transfer spells into his spellbook. But they cannot find people to sell their loot too because they are in a poor area.

So they attempt to trade his items for components that he can use to transfer spells into his spell book instead. These components will have a GP worth and can then be used to transfer / practice spells into their spell book

THE RULES

What kind of area are we in? Are we in a poor, moderate or rich area? That'll have an impact on the total price you could get below is a table of suggestion that should have an effect on price, the DM decides what kind of area the player is in.

Being in a poor area doesnt mean you can't find a buyer that might have stuff to trade or might have hordes of stuff.

AREAS

Area Type	Affect on Offer
Poor	-25%
Moderate	0%
Rich	+25%

INVESTMENT

Players may or may not want to invest some time into advertising their sale. That has an effect on the price they could get the player can chose as part of their downtime to expend resource (gold) in order to increase their chances of a good sale.

GP	Benefit	Description
0g	-25%	The player spends their week hunting around on foot for a buyer rather than on advertising
25g	0%	The player makes the standard advertisements around the town / city
50g	+25%	The player is shouting loudly about their sale putting flyers and advertisements up everywhere

TRADE OR SELL?

The player has the option to trade or sell the items.

Example: A player wants gold to specifcly pay for magic components in order to transfer spells into their spell book.

The player can opt to trade for items specifically for this purpose. The player must specify what they are looking to trade for i.e. 500gp worth of spellbook transfer components this can only be used for this purpose however.

If the player opts to sell the items they get the gold instead.

This will have an affect on your final roll depending on the Area type you are in.

Area Type	Trade	Sell
Poor	+5	-5
Moderate	0	0
Rich	-5	+5

THE OFFER

We finally get to the base resolution in you've found someone to trade with after your Investment into finding a buyer.

A character who wants to sell an item must make a Charisma (Persuasion) check to determine what kind of offer comes in. **The character can always opt not to sell**, instead forfeiting the workweek of effort and trying again later. Use the Magic Item Base Prices and Magic Item Offer tables to determine the sale price.

BASE SELL / TRADING OFFER

Check Total	Base offer
1-5	25% of the price
6-10	50% of the price
11-15	75% of the price
16-20	100% of the price
21+	150% of the price

CALCULATING THE FINAL PRICE

The final value of the is calculated by taking the Base Offer +/- Area Affect +/- Investment.

EXAMPLE

Player is currently in a poor area (-25%) and wants to sell / trade goods in the inventory worth a total of 1000gp.

The player choses to invest 50gp (+25%) into advertising for the week.

The player decides to trade the items specifically for magical components for transferring spell books (+5 to the Charisma(Persuasion) Check)

The Player rolls a 15 (10+5) and gets 100% (base offer)-25%(area) +25%(investment) and choses to accept the offer. Therefore recieves 1000gp worth of magical components specifically for spell transfer into his spell book.

OTHER FACTORS

There may be other factors that affect the base offer or the roll, these can be applied at the DM discession. If a particular item is difficult to trade for in the area you are in the DM may rule you need to take disadvantage on your check or advertisement costs a higher.

Equally, if you have an item that is partiucarly rare you are trying to sell/trade DM may provide you with advantage on your check or a discount on your advertisement costs.

FINALLY

If the player opts to trade, they can trade the items later on but they would need to take the downtime trading process.

This also doesnt stop the player from attempting to roleplay trade in game with shopkeepers to try and get better prices.