

Class/Sub-Class: Merchant

You are a trader at heart and master of coin, using your discerning eye to turn a profit.

Art of Trade (Level 1)

Your skill with trade allows you to purchase and sell at 10% increased revenue, and purchase at 10% decreased cost.

Guided Purse (Level 1)

Your Coinpurse reduces the weight of coins to 1 pound per 1,000 coins. Any person who steals your purse suffers 1d10 damage every hour it is in their possession.

Platinum Tongue (Level 1, 10, 20)

Your ability to convince others with promises of wealth is admirable. You are able to roll a Charisma check with a DC of 12 to effect a radius of 60 feet around you to do the following:

- * Boost your mercenary and ally morale, buffing their attack to hit by +4 at level 1, +6 at level 10, and +10 at level 20.
- * Reduce enemy morale, reducing their chance to hit by 2.

Merchant's Guards (Level 4)

You are able to hire up to 3 soldiers for 10 gold per 5 levels the soldier has. You are obligated to provide a minimum of lodging and equipment for soldiers above level 5.

Company Standard (Level 8)

All companies under your name turn 15% greater profits and are viewed as crucial in their respective economies.

Executive Treatment (Level 12)

You are recognized as a master of trade wherever you go, gaining 1,000 affinity throughout the mortal plane and 6,000 affinity throughout the ethereal market. You can now easily gain connections and the time to sell items is halved.

Private Bank (Level 16)

You may now own your own private bank. You may install further Banks for 1,000 platinum whenever you wish and receive a fixed 250 platinum from investments per 2 weeks, received at the bank.

Tycoon Supreme (Level 20)

You, in honor of your achievements, are offered the position of Duke in 1 kingdom of your choice. In that kingdom of your choice you are exempted from taxes. You are given a jade slip granting free access to Leomund's Gate and 1 free stall in the ethereal market.