# Trader level (to be renamed. Level should be independent of the trader as he is a character)

A character has what hero wants. The hero is presented with a choice; take it by force or find out what the character wants and trade. The options will be presented to the hero by Sophon when hero asks for his opinion. Sophon can give a fight probability of success based on character level, equipment and abilities but will always advise trade.

The character will give hints in the dialogue about what he wants. A new dialogue will appear between hero and the character when the hero has what the character wants.

To reach the “Trader” the hero must navigate the terrain and it’s enemies