**FABULA ULTIMA ✦ NATURAL FANTASY ATLAS**

# MERCHANT

Permanently increase your maximum Inventory Points by 2.

## EXPIRATION DATE ◯◯◯

When a **potion** or **delicacy** you created that **does not** deal damage causes one or more creatures to recover Hit Points, you may instead have it deal **poison** damage equal to  half your level + (SL × 10)  to each of those creatures. This damage's type cannot change, and it is **halved** if you are dealing damage to **two or more creatures**.

## I'VE HEARD OF IT! ◯◯◯

When you or an ally who is able to hear and understand you perform a Check to examine a creature, item, or location, you may spend 1 Trade Point to grant a bonus equal to  SL × 2  to the Result of that Check.

## PRIVATE STOCK ◯◯◯

When you or another Player Character spend  SL + 2  or fewer Inventory Points, you may spend 1 Trade Point to ignore that cost.

## REAL TREASURE ◯◯◯

Once per session, when you help an NPC or community **defeat greed and corruption**, **improve their quality of life**, or **coexist with other creatures**, if you have acquired the **Winds of Trade** Skill, you gain  SL + 1  Trade Points.

## WINDS OF TRADE ◯◯◯

After you rest in an area where commerce is possible, you gain  SL + 1  **Trade Points**. You may never have more than  SL + 3  Trade Points; if you acquire this Skill during character creation, you begin play with 2 Trade Points.

**TRADE POINTS**

During a **non-conflict scene**, you may spend 2 Trade Points to choose one option:

- you create a **material** or **rare item** approved by the Game Master whose value is equal to or lower than  your level × 30  Zenit.
- you create an NPC that lives nearby and explain their occupation as well as how you met them, then the Game Master tells you what they require in exchange for their services.