WEALTH AND ECONOMICS

All transactions are affected by two primary factors, supply and demand. Unlike a modern economy, there is no overriding "market" to set prices. Transactions are, for the most part, only between the seller and the buyer and prices will vary from person to person. Guilds in a city may set a price, but even then the price will vary wildly from one guild-controlled area to another. The World of Esaene goes under the assumption that there is no set price for items.

Each item has a Buy DC, modified by how common the item is, how much the item costs, the size of the community in which the item is purchased, and how much the buyer is willing to pay. The equipment lists all have Buy DCs associated with each item, along with a base price. As always, the GM is free to overrule or change a result and add any modifiers of his choice. There is no chance to buy a warship in a landlocked city, for instance. Keep in mind that bringing in a large amount of treasure or loot will artificially inflate demand, causing prices to go up across the board.

RESELLING

There are social implications with reselling, in addition to just getting some return on loot. In any transactions, there are parties involved that may not approve. Selling anything more than a couple trinkets threatens someone else's business dealings, whether it is a blacksmith, a craft guild, or a merchant cartel. A character selling too much loot may raise suspicion as to where he acquired everything, anger locals trying to make a living, or cause guilds to blacklist them until they pay guild dues.

The starting price for resale is 25% of the base cost. The buyer makes a d20 check against the item's buy DC to determine how much the market is willing to pay.

A critical success by the buyer will drop the resale price to 20% of the base cost. A failure will increase the price to a maximum of 50% of the base cost (+100%). If the buyer rolls a critical failure, no one can afford the items.

TABLE 5-1: COMMERCE	
Buy check	**Availability**
Critical Success (10+)	10% discount
Success	Base cost
Failure	+10% markup per point of failure
Critical Failure (10+)	Item cannot be found

BUY CHECK MODIFIERS	
Situation	**Modifier**
Demand Center (High Demand)	-6
Demand Center (Low Demand)	-3
Production Center (Low Surplus)	+3
Production Center (High Surplus)	+6
Customization required (different size, etc.)	-5
Thorpe	-3
Hamlet	-2
Village	-1
Small Town	0
Large Town	+3
Small City	+6
Large City	+9
Metropolis	+12

Note that the market value of objects and the sale price are related, but not identical. While guilds set prices across the board, independent merchants or fences may attempt to maximize any exchange of money by leveraging the value of an item to get a better deal. Many skills have a direct involvement with this, but the GM is the final arbiter as always.

APPRAISE (INT; HIDDEN; TRAINED)

Check
Any item appraised has an apparent value equal to 50% to 150% (2d6+3 times 10%) of its actual value. You can appraise common or well-known objects with a DC 12 Appraise check. Each point of success over the DC increases the accuracy by 10% while each point of failure under the DC decreases the accuracy by 10%.

Appraising a rare or exotic item requires a successful check against DC 15, 20, or higher.

Conditional Modifiers
- A magnifying glass gives you a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.
- A merchant's scale gives you a +2 circumstance bonus on Appraise checks involving any items that are valued by weight, including anything made of precious metals.
- 5 or more ranks in a knowledge or craft skill applicable to the appraised item will give a +2 synergy bonus to the check. This bonus may only be applied once.

These bonuses stack.

Action
Appraising an item takes 1 minute (ten consecutive full-round actions).

Try Again
No. You cannot try again on the same object, regardless of success.

Critical
- A Critical success not only gives an exact appraisal of the object, but also provides some additional insight that gives a +2 bonus on any check to then sell or buy the item.
- A Critical failure is wildly off base. Something valuable may be appraised as a worthless knock-off whereas something worthless may be appraised as a unique or one-of-a-kind object.

PERFORM (CHA; TRAINED)

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills. You could have several Perform skills, each with its own ranks, each purchased as a separate skill. Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

Check

You can impress audiences with your talent and skill. A masterwork musical instrument gives you a +2 circumstance bonus on Perform checks that involve its use.

The base DC depends on the audience, determined by where it is performed. It is modified by the supply and demand for performance art in that location. The base DC is also the base amount of money in sp.

Each point of success over the DC increases the amount of money earned by 10%, up to 100%. Each point of failure decreases the money earned by 10%, to 0%.

This is often difficult to judge in mixed environments. A roadside inn in a hamlet may have a DC of 6 to 14, depending on demand. A high-born traveler from a large city may be less impressed, despite the reaction of the locals.

Perform DC	Location
1	Thorpe
6	Hamlet
12	Village
16	Small Town
20	Large Town
24	Small City
28	Large City
32	Metropolis
+4/+8	Surplus of performers
-4/-8	Demand for performers

Action

Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance.

Try Again

Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and spells (especially illusions).

Critical

- A Critical success may attract wider notice to the performer, at the GM's discretion, or provide bonuses to other checks.
- A Critical failure may insult someone or cause some other problem.