

Master Merchant Class,

Roguish in their approach, bardish in their demeanor, and with a penchant to outshine most clerics with their fervent belief in the power of money, merchants are at the same time generalists and experts. They are heavily focused on bartering and negotiating, making them the ideal face of the party. In play, they tend to be lacking at first, but their ability to "throw money" at problems means they will be better equipped (armor and weapon-wise) than the average character of the same level .

CLASS FEATURES

As a Master Merchant you have the following class features.

HIT POINTS

Hit Die: 1d8 per merchant level.

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per merchant level after 1st.

PROFICIENCIES

Armor : Light armor.

Weapons: Simple Weapons.

Tools: Forgery Kit, Gaming Sets.

Saving Throws. Intelligence, Charisma.

Skills. Choose four from Slight of hand, History, Investigation, Animal handling, Insight, Perception, Deception and Persuasion.

You start with 500 gold and a Diplomats pack.

THE MERCHANT.

LEVEL	PROF	FEATURES
1 st	+2	Trade Knowledge . Barter Master. Efficient Packing. Contacts
2 nd	+2	Uncanny Barter
3 rd	+2	Connoisseur
4 th	+2	Weight Item, Recognize Forgeries, Ability score improvement.
5 th	+3	Basic Security.
6 th	+3	Detect magic , Ability score improvement.
7 th	+3	Incredible Coin Counting
8 th	+3	Discernment , Hand Gestures, Ability score improvement.
9 th	+4	True Value. Identify.
10 th	+4	Trading expertise, Ability score improvement.

Trade Knowledge A Merchant adds double his Proficiency Bonus to all Knowledge skill checks, forgery tool checks and checks made to appraise the value of items. .

Barter Master - Merchants have a knack for finances, and can negotiate even with the trickiest customer. At 1st level, the merchant receives a 5% discount on any purchase. This bonus increases at 5th level and 10th level by 5 %

Efficient Packing - Merchants know how to get the most out of their available space. For the purposes of determining carrying weight, when using a backpack a merchant is able to carry 10 pounds that does not count toward total weight.

Contacts: Once Per day you have the chance to pull some strings in order to gain some advantage or obtain some information. The DM is the arbiter of this but as a guide : The DC to beat depends on the kind of favor you are requesting, could be as follows:

DC 5 – Simple request: Obtain information regarding matters not known to the common public.

DC 10 – Average request: Obtain secret information (for example, a secret entrance to the castle), obtain simple aid (for example, obtain free lodging for one night).

DC 15 – Difficult request: Obtain information that risks the life of the informer, obtain more complex aid (for example, a loan).

DC 20 – Illegal request: Obtain information that is forbidden and may attract the interest of powerful individuals, obtain a forbidden item, request aid to assassinate, etc.

Uncanny Barter: Beginning at level 2, the merchant sells his items at a minimum price of 60 % the market price value instead of 50%, provided that he has successfully identified and appraised the item. This raised to 70 % at level 7.

In addition to this, Once per week he may also attempt a persuasion roll when bartering to increase his selling price. He makes an opposed persuasion check against the potential buyers insight check. If the merchant beats the check, the buyer purchases the item at full market price. If he beats the opposed check by 5 or more, he sells the item at 125% market price

Connoisseur: Upon reaching level 3, the merchant has become an expert when it comes to appraising the items of his trade. He automatically and successfully appraises common or well known items.

Weight Item: So accustomed to weighing and dealing items, the Merchant is able to accurately precise the true weight of any tradable goods merely by sight, be it sack of grains or a single sword

Recognize Forgeries:, The character gains the ability to recognize any forgery at first glance. This includes items masked with illusion spells but does not grant him the ability to see what the true nature of the masked item is.

Basic Security : A merchant is used to pickpockets, cheats and thieves. He gains advantage on perception and insight checks.

Detect Magic : Merchant can detect magic items by touch. Unlike the Detect Magic spell, this works only on magic items rather than spell effects. It tells the merchant if the item is magic and its power level. Takes one minute.

Incredible Coins Counting: No one can count money as quickly as a Merchant. In fact, they developed an extraordinary ability to almost instantly count money simply by having a good look on the amount of money there is to count. That the treasure is contained in a chest or scattered in a lair, the merchant will be able to say exactly how much coins of each types is present. An ability much praised by adventurers. Takes one minute and may include poking the treasure about..

Discernment - You've seen enough con artists and trickery to know when you're being duped and what people are thinking..

Your skill with people is so great that you can figure out the surface thoughts of any humanoid with a bit of study. Takes one minute of interaction and by winning a insight vrs deception contest your skill works like the first stage of the detect thoughts spell.

Hand Gestures - Any good merchant has to be able to speak with a variety of people in a variety of ways, and sometimes, it's best to let your hands do the talking. You can communicate with any intelligent creature and understand them in a simple fashion (as long as they can make hand gestures).

True Value: At this level the Merchant he can accurately precise the true value of any items, even identified magical items.

Identify(Sp): The Merchant may identify an item, as per the identify spell. He must finish a long rest before using this ability again.

Trading expertise: A merchant may once per month sell an item of his choice for twice the market value. This represents the sale of a specific item to a wealthy customer.