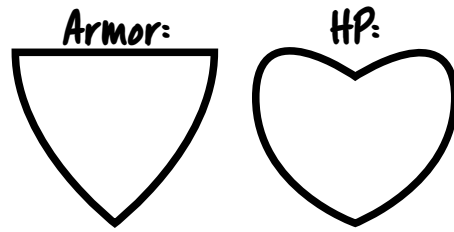
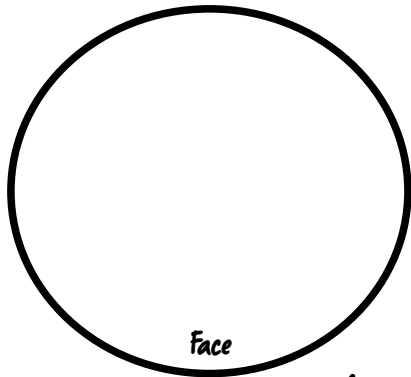


# Peddler

Name: \_\_\_\_\_



Inventory:

STR

DEX

CON

INT

WIS

CHA

1 \_\_\_\_\_

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

11 \_\_\_\_\_

12 \_\_\_\_\_

13 \_\_\_\_\_

14 \_\_\_\_\_

15 \_\_\_\_\_

Gear: ○○○○○○○○○○○○○○○○○



## Basic Move

When you do something risky or dangerous, roll 2d6 and add a relevant attribute score.

- On a 12+, you do it perfectly, with some additional benefit.
- On a 10-11, you do it perfectly.
- On a 7-9, you do it, but with some cost or complication.
- On a 6-, you fail to do it, with some additional negative consequence

## Peddler Moves

When you try to sell someone something, treat any 6- results as a 7-9 instead. On a 7+, the person's opinion of you and your friends improves considerably

When you need something to sell that's not currently in your inventory, you may fill in an empty and roll on the Fancy Items table to see what's in your bag. (Or let the GM come up with something)

Once per session, you can attract the attention of all nearby NPCs

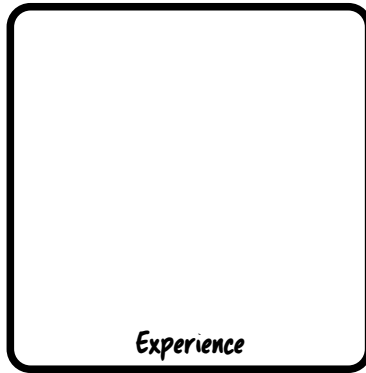
## Fancy Items (D20)

- 1 Painting (D20x10gp)
- 2 Tricorn Hat (50gp)
- 3 Toy Unicorn (10gp)
- 4 Stand Mirror (100gp)
- 5 Puzzle Mug (100gp)
- 6 Ship in Bottle Kit (10gp)
- 7 Silver Egg Beater (10gp)
- 8 Crystal Shaker (100gp)
- 9 Bejeweled Egg (500gp)
- 10 Ivory Bust (100gp)
- 11 Xylophone (200gp)
- 12 Diving Helmet (100gp)
- 13 Cask of Brandy (50gp)
- 14 30 Tulip Bulbs (100gp)
- 15 Jar of Squid Ink (10gp)
- 16 Magic Lantern (50gp)
- 17 Bag of Humbugs (10gp)
- 18 Colored Paper (10gp)
- 19 Accordion (100gp)
- 20 Mantle Clock (500gp)

## Experience

When you get money from the wilderness or the underground and bring it back to town, gain one experience for each gold you got (make sure to write it down)

When you have experience equal to one thousand times your current level, you level up! Mark a new ability from the Peddler Advancement list



## Peddler Advancement List

- Crafty*. Gain 1 Wisdom
- Stout*. Gain 1 Constitution
- Motormouth*. Gain 1 Charisma
- Worldly*. Take an advancement from another class (choose a cool one, not an attribute bonus)
- Shrewd*. Reduce cost of emptying Equipment Bubbles by 1/2
- Shrewd*. Reduce cost of emptying Equipment Bubbles by 1/2
- Showy*. When someone sees you for the first time, their opinion of you improves significantly
- Closing*. You may sell fancy items for up to 2x their value
- Unscrupulous*. Instead of Fancy Items, you may find Illegal Items in your bag. (Ask the GM what they are)
- Enterprising*. You may sell things to creatures who otherwise would not understand the concept of trade
- Aware*. When you enter a town, you know where the nearest dungeon is with monsters to sell things to

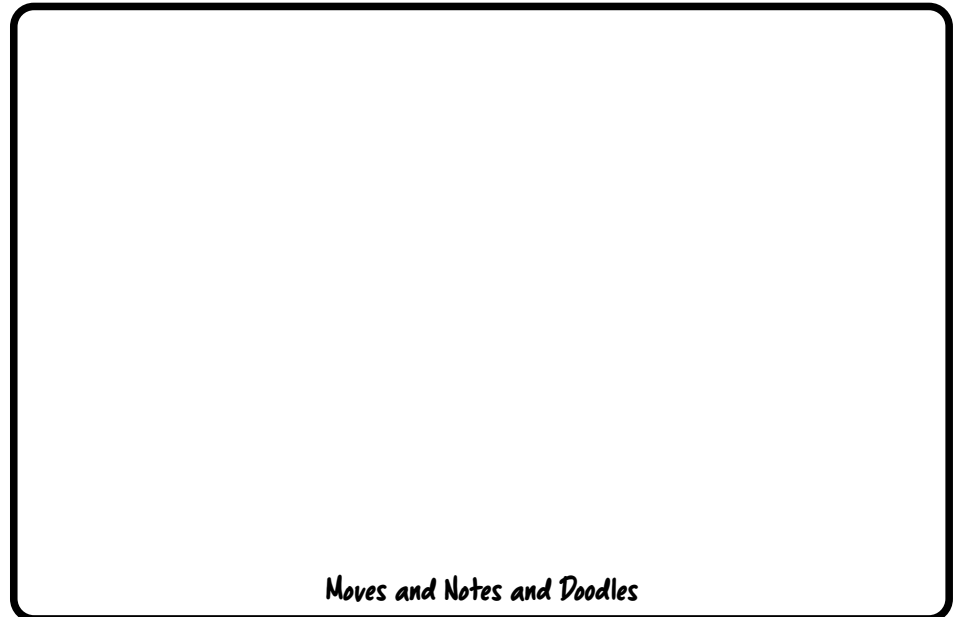
Or work with the GM to come up with something cooler!

## Other Stuff

When you take time to rest and consume a ration, you may reroll your HP. Roll a number of dice equal to your level plus your CON, and keep a number of them equal to your level. Write the result as your new HP

When you need a standard piece of mundane adventuring gear that's not currently in your inventory, you may fill in an empty bubble to declare that you had the item all along. If you do so, write the item in your inventory

When you're in town, you may spend 1000g to empty all of your Equipment Bubbles



## Character Creation

(The GM will help you out.)

1. Roll your attributes.
2. Choose one advancement from your class's list.
3. Roll your HP.
4. Get some equipment. (And 3 random Fancy Items!)
5. Go find a dungeon!