

Peddler

One of the most overlooked heroes of the wild west is the traveling peddler. The peddler was the lifeline to many of the homesteaders that set their roots down days and even weeks from a town or trading post. The peddler makes yet another option as a character class that has useful skills to offer both the DM and the Players alike.

Even though this was developed for use with the Tall Tales B/X Wild West RPG by Mark Hunt, it is fully usable with other OSR B/X RPG's with little to no effort.

Requirements:

Minimum INT 12, minimum WIS 13, minimum CHA 14

Prime requisite: INT and CHA

Hit Dice: 1d6

Weapons: Any

**Peddlers make for useful traveling companions They have a good idea of the value of various items when they see it and how to haggle to get the best price for it!
That is what they live for: Buy Low and Sell High.**

Peddlers have special skills that come in handy from time to time in their trade...

- Open Locks (OL)**

Merchants can pick locks. Some locks might be unusually difficult, in which case the referee might reduce the percentage chance as appropriate.

- Bargaining (BR)**

Merchants can attempt to bargain when buying and selling goods. The percentage chance to bargain is increased by 10% for merchants with a CHA score of 16 17 and 15% for those with a CHA score of 18. The initial discount/bonus is at 5% and increases by 2% per level up to a maximum of a 50% discount.

- **Appraisal (AP):**

A merchant can accurately determine the market value of an object, given adequate time to examine the item or items in question.

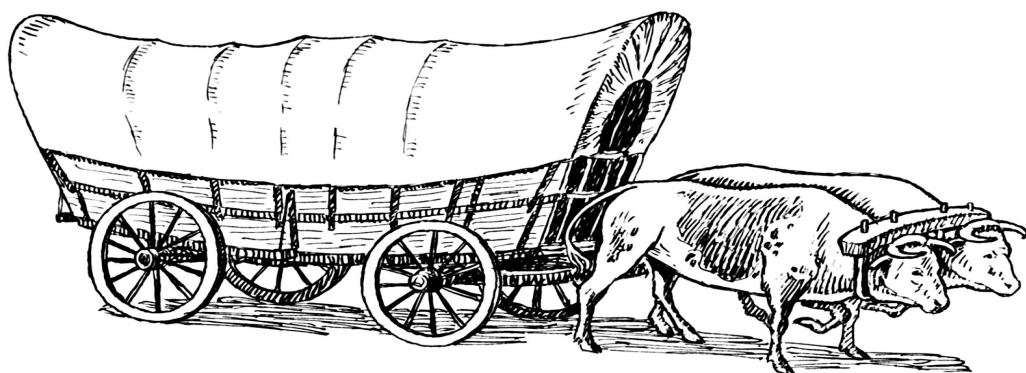
- **Lie Detection (LD)**

Peddlers develop a good judge of character and they quickly learn the body language of those who are telling lies. Peddlers gain an additional 5% chance if their WIS score is 13 or above.

- **Sales Pitch (SP)**

Peddlers are highly skilled in the use of their language to be persuasive in selling their goods. They generally know which words to use to best describe what they are selling by side-stepping the whole truth about any defects while highlighting the best qualities. This is a skill used often in the marketplace, especially when the goods being sold are less than the most desirable. This skill only works on intelligent creatures, and only those with whom the peddler speaks a common language. A 5% bonus is gained for every point of 5 CHA above 13 the merchant has. The referee may award a saving throw to those with an above average INT, or those that are particularly un-cooperative even when a successful check was made by the peddler.

Direction Sense is also a helpful skill a peddler develops over time from traveling the trading routes Over time they learn how to determine basic direction by reading the stars, where the sun is in the sky, familiar landmarks, listening to other peddlers, and many other ways. A 1st level merchant has a 3 in 6 chance of successfully determining cardinal directions. This increases to a 4 in 6 chance at 5th level.



PEDDLER'S SKILL RESOLUTION CHART (%)

Level	OL	BR	AP	LD	SP
1	15	15	20	5	10
2	20	20	25	10	15
3	25	25	30	15	20
4	30	30	35	20	25
5	35	35	40	25	30
6	45	40	45	30	35

PEDDLER'S LEVEL PROGRESSION CHART

Level	Title	XP	HD
1	Barterer	0	1D6
2	Haggler	2500	2D6
3	Jr. Trader	4500	3D6
4	Trader	8500	3D6+1
5	Sr. Trader	15500	3D6+2
6	Peddler	30500	3D6+3

Peddler Saving Throw Chart

Level	Gumption	Quickness	Toughness	Riding	Observation
1 To 3	15	16	17	17	16
4 To 6	13	14	15	15	14



The goods that a peddler may have in their wagon varies greatly from everyday items to a hard to find item or three for the region they are traveling in. To make a list and prices of items would be pointless since your rulebook already has such a list. We also know that each peddler sets their own prices from being a bargain to being way over-priced. The price structure is affected by multiple things such as: availability, what the peddler paid for it originally, the demand for the item, the wealth of the area, the wealth of the customer, etc....

I am sure there are a few things that I may have missed in creating the peddler class, but that only gives the GM and the Player some elbow room to taylor fit it to the game system they are using and the setting the game is taking place in. If you have any ideas for improvements please visit my facebook page and drop me a message and I will happily consider adding it.

www.facebook.com/feigamesinc

FEI Games inc. (c)2020

All Illustrations Used With Permission

“A Peddler And His Wagon”

James Wallace

“Oxen And Covered Wagon” and “Old Peddler”

A. J. Morris

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

1. "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;

2. "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

3. "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

4. "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.

5. "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

6. "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor

7. "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.

8. "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

- 6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- 7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

1. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.