


# SOCIALITE MERCHANT

Career Skills: **Charm, Cool, Culture, Deception, Lore, Leadership, Negotiation, Streetwise** | **Deception, Exotica, Negotiation, Sailing**

**SILVER-TONGUED DEVIL** 


Remove ■ equal to ranks in Silver-Tongued Devil from all Cool and Negotiation checks.

**COST 5**

**WHEEL AND DEAL** 


When selling goods legally, gain 10% more per rank of Wheel and Deal

**COST 5**

**CONVINCING Demeanor** 

Remove ■ equal to ranks in Convincing Demeanor from all Deception and Skulduggery checks.

**COST 5**

**SMOOTH TALKER** 


When first acquired, choose 1 Social skill. When making checks with that skill, may spend ☉ to gain additional ✨ equal to ranks in Smooth Talker.

**COST 5**

**WHEEL AND DEAL** 


When selling goods legally, gain 10% more per rank of Wheel and Deal

**COST 10**

**GRIT** 


Gain +1 strain threshold.

**COST 10**

**GREASED PALMS** 


Before making a Social check, may spend 50 coin to upgrade the check. This may be repeated a number of times equal to ranks in Greased Palms.

**COST 10**

**SILVER-TONGUED DEVIL** 


Remove ■ equal to ranks in Silver-Tongued Devil from all Cool and Negotiation checks.

**COST 10**

**BOUGHT INFO** 


Instead of making a Knowledge check, may take the Bought Info action to spend coin equal to 50 times the difficulty of the check to automatically pass with a result of ✨.

**COST 15**

**NOBODY'S FOOL** 


May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

**COST 15**

**SMOOTH TALKER** 

When first acquired, choose 1 Social skill. When making checks with that skill, may spend ☉ to gain additional ✨ equal to ranks in Smooth Talker.

**COST 15**

**NOBODY'S FOOL** 


May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

**COST 15**

**NATURAL NEGOTIATOR** 


Once per session, may reroll any 1 Cool or Negotiation check.

**COST 20**

**GREASED PALMS** 


Before making a Social check, may spend 50 coin to upgrade the check. This may be repeated a number of times equal to ranks in Greased Palms.

**COST 20**

**IT'S A BARGAIN** 

When buying goods, may have the item become damaged to reduce the price by 10%. Whether the item can be damaged and still be usable is determined by the GM.

**COST 20**

**WHEEL AND DEAL (IMPR.)** 


This counts as a Wheel and Deal talent. When selling goods illegally, may upgrade the difficulty of the check once to gain 10% more per rank of Wheel and Deal.

**COST 20**

**MASTER MERCHANT** 


When buying or selling goods, may suffer 2 strain to sell for 25% more or buy for 25% less.

**COST 25**

**TWO FOR THE PRICE OF ONE** 


May spend ☉☉☉ or a ☉ on a negotiation check to have the vendor include a related item with a value or rarity no greater than half that of the original item, rounded down, at no additional cost.

**COST 25**

**DEDICATION** 

Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

**COST 25**

**LET'S TALK THIS OVER** 

Once per session, when a combat encounter is about to begin, may make a Daunting Negotiation check. If successful, the combat encounter instead becomes a social encounter.

**COST 25**