






Generic Merchant: The Merchanting 1.0 By Burkess

Welcome to Generic Merchant:The Merchanting. A world of merchants, buying, and selling.

You'll need these.

1000 Currency Points.

Locations:

1. A setting of your choice, but with more merchants.
2. Earth, any time period.
3. A world entirely made up of merchants.
4. The Endless Roads. By walking them, you can find your way to any world that has something to buy or sell.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Currency Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Appeal To Logic: Enables you to present your argument in a way that best explains it to the audience you're speaking to. You'll know what words to use to craft your proposal, listing the logical benefits that they care about.

Appeal To Emotion: You can sense what's important to other people on an emotional level, and are able to entirely focus on those feelings to attempt to persuade them. You know what they're feeling as they're feeling it.

Manage Expectations: Grants the ability to tell what someone hopes to get out of something, and what they'd be satisfied with. You'll know what the bare minimum they expect is, and what's considering going above and beyond.

Their Pain: Allows you to know the biggest sources of pain in people's lives, and what will alleviate that pain. As well as what will intensify the pain.

Their Problem: You can tell what issues people are facing and the general challenges they're going though. The longer you study them, the more precise information you can glean on exactly what's happened to them.

Sell Anything: Can deal with intangible things, such as powers, souls, and the like. Such intangible items are kept in glowing glass bubbles that spawn when you make a deal to trade for them. With this, you'd be able to trade away someone's strength, or beauty, in exchange for cash or whatever you're trading. Breaking the bubble allows someone to use whatever is contained within.

Likability Scale: Enables you to be likable by knowing what traits people like. You can then mimic those traits and be liked by other people. Looking at someone tells you their preferences, giving you the information on what you should display to them.

Needs Must: You can anticipate the needs of other people and what their wants will be, before they have them. This allows you to be ready to provide them with things.

Hidden Niches: Enables you to find niches that need to be filled. If there's a hidden market that needs to be served where you can make profit, you'll quickly know about it.

The Gold Rush: The ability to get ahead of trends and be in a position to cater to a new market. If there was a gold rush, you'd be the one selling the shovels. And the shovels would have come to you from a deal you did before you even learned about the gold rush.

Lipstick On A Pig: You can dress up merchandise to make it look better than it is. You're a master of spoofing and have skill in forgery as well.

Buying And Selling: Gives you great skill at arbitrage, knowing how to buy things for cheap and sell it higher. Deals come to you easily, and you can effortlessly spot someone who doesn't know the value of what they hold.

Monopoly Radar: Grants the ability to control the flow of resources and can get a sense of what must be done to have a total monopoly over any resource. You'll get a list of those in your way of securing your monopoly.

Worthy Sense: You can tell the exact value of anything you look at, for yourself, and for anyone you think of. This always provides an accurate reading of what's useful and what isn't.

Bribery 101: Allows an understanding of bribes and knowledge of the best ways to get people to do stuff you want with gifts. If there's a gift you can give someone that will make them see things your way, you'll know about it.

What's Their Price?: Paying off officials and using your status and cash to forgive or ignore your crimes is easy for you. If someone in a position of power can be bribed, you'll know in advance upon entering a town or city they frequent. You also will know the best way to approach them to get a favorable outcome.

Quality Sense: You can tell the quality of anything you look at, knowing how well-made it is or how rare it is.

Perfect Tonality: Enables you to use the perfect tone of voice in any situation. Your tone will always accompany your words to give them the maximum power, rather than using the wrong tone and sabotaging yourself.

Piggybacking: You'll always find ways to exploit the work of others for your own benefit. If there's an opportunity to do this, you'll have the idea upon seeing it. The plans for how to execute this will quickly come to you, and then it's your choice to act on it or not.

State Management: Allows you to experience any emotion of your choice at will. If you want to feel something, you'll be able to feel it. If you don't want to feel an emotion, you can choose to stop feeling it.

Feel What I'm Saying: You can project what you're feeling onto others, letting them also experience your emotions and any sensations you're feeling.

Fear And Confusion: You can perform mental attacks on people that spread fear and confusion. This is greatly enhanced when you launch an attack, such as initiating a raid or ambush. You'll spread fear and confusion among every enemy present, magnified if you have others attacking with you. This earns you an opening where the opponents have to rally themselves from effects before they fight back in earnest.

Null: Enables you to put on an act that doesn't trigger other people's sense of threat or danger. It'll be as if you're perfectly harmless and not a threat. Inconspicuous and not worth hassling. This rapidly fades if you do something to prove yourself a threat.

Animal Brain: You've learned a trick that enables you to trigger the flight or fight reflex of all beings who have one. They'll be sent into a panic, potentially, as everything about you screams danger.

Hardened Criminal: When you commit crimes and take actions that hurt people, your body adapts and gradually molds itself to suit your behavior. If you robbed caravans for a living, you'd see your body become stronger, thicker, tougher, and if you wish it, taller, with each engagement. If you were a burglar, you'd become better at sneaking and your footsteps would hardly make any noise.

Friend Of The Downtrodden: You're an expert at collecting desperate and impoverished people, and helping them in their time of need will win you allies for life. If there are people who need your help, you'll be able to find them.

Talent Search: When looking for people to work with or for you, you'll chance upon talented people and diamonds in the rough. If the talent exists in the area, you'll know how to find them and where to go to get them.

A Savior: Chance opportunity to find people nearby when they're in dangerous situations, letting you intervene before it goes further. With this, you'll be able to rescue quite a few people who normally wouldn't have survived.

Money Is Power: Can sacrifice money and valuable items to become more powerful. The more value other people see in these objects and the inherent strength within them is what fuels the power boost you'll receive. You're able to funnel the boost into improving your body, or strengthening your abilities. Empowering allies is also an option.

Greedy Miracle: Enables you to sacrifice money and valuable items to heal yourself or others. The more value the currency or the object had, the greater the wound or illness it'll fix.

With enough money, there's nothing that can't be cured. You could even reverse aging, at great expense.

Greedy Sacrifice: By sacrificing money or other valuable objects, you can gain skills. It functions as if you were training yourself, without having to do any training. The more expensive the items, the better your gains. It gets progressively more expensive to train in an area where you're already very skilled.

Collected Ill Will: Your negative emotions and intentions cloak you in a visible aura. It's strengthened by your negativity and any and all actions you've performed that hurt living beings. You can spread this aura and cause others to experience all the ill will you've collected at once. This causes them to hallucinate the events that fed your aura, and can inflict incredible fear and mental trauma depending on what you've been up to.

It also functions as armor that will protect you from attacks. But damage to the aura permanently damages your collected ill will and disperses it.

Friends In High Places: Coincidentally, you will run across rich and powerful people. You'll have the opportunities you need to earn their favor and win friends who will help further your ambitions if you help them with theirs.

Betrayal And Loyalty: When looking at someone or thinking of them, you'll see a chart of statistical data of how likely they are to betray you, and how loyal they are. And what events contributed to both of these parameters. This gives you time to prepare yourself, or win back their loyalty.

Running In The Wind: You're gifted with great speed and athletic prowess. You can perform a leap from the ground and land on a balcony, and outrun horses. In battle, you're able to dance around enemy attacks.

Gifted Subterfuge: An extreme talent for acting covertly and discreetly. You could do a hand off of illegal goods while acting like it's a common chat. Anyone you send to deliver goods for you gains your talent for discreet behavior, and is significantly less likely to arouse suspicion or get caught.

Expert Smuggler: You're able to hide things and move them in ways that people won't notice. You know all the tricks for getting goods to people that you're not supposed to be carrying. When you touch an object, you're able to open up a small secret compartment within a door only you or those you allow to can open where you can store goods. Touching the door again hides it from view.

Sneak Thief: When you sneak, you move in a way as to minimize noise. When you stand still, you trigger a camouflage effect that causes you to blend in with your surroundings. You're a skilled pick pocket, lock picker, and safe cracker.

Instant Heist Planning: When you think about something you want to steal, you'll gain a detailed plan of how to steal it. Said plan will function as if you spent a good 8 hours working on it, with the aid of your allies who you could convince contributing.

Haggling Lines In The Sand: At all times, you're aware of what someone is willing to pay for something. This includes knowing what lines they'll cross. For example, you could sell a guy something and take every cent he's got. Or if you were robbing him, you'd know what he'd give up without a fight and what he'd be willing to die to defend.

Animal Handling: You can let out a whistle that attracts the attention of animals and will keep it on you. You could control an entire herd this way and walk them where you want them to go.

Hardened Traveler: You're able to go much longer without attending to any of your bodily needs. You require less air, less food, you're able to lose more blood. The effects of going without these things are felt much later, and you can survive in incredibly intense engagements and difficult environments.

Weapon Skills: Choose a mundane weapon or a kind of weapon that exists in the setting. You gain 10 years of experience and memories in using that weapon.

Illegal Experience: Pick something that's a crime, or a set of activities that are illegal. You get 10 years worth of memories and experience doing those things every day.

Career Option: Choose any career. You gain 10 years of experience and memories of that career, and gain updating credentials for practicing it in future settings.

Clear Communications: Your orders and requests are always interpreted in the way that you meant them to be heard, and this carries down whenever someone repeats your words or wishes. This prevents any miscommunications or ambiguity about what you wanted to be done.

Items:

Mundane Weapon And Clothing/Armor: Free! Any mundane weapon of your choice. You also get a few sets of clothing and armor if you want them.

Currency: Each purchase is the equivalent of 1 million USD of the local currency, given to you when you enter a new setting.

Luxury Goods: In each setting you visit, you'll receive a large, one time shipment of luxury goods of the sort that only the well off and rich can afford. This will enable you to sell them for profit.

Food And Spices: A kitchen filled with chefs. They'll produce any foods you come across in worlds, and their kitchens will infinitely restock with any ingredients that are added to them. Similarly, there's an infinite supply of spices here.

Seeds Collector: This is a device that, if seeds are placed into it, will plant the seeds and have them taken care of. It allows a harvest to grow and then places what's produced into crates or ships it off to another facility you own at your command.

Information Data Bank: This is a spying center. You have a variety of spies who will collect information and report back to you on what they've learned. There's a large orb in the center of this headquarters that, when touched, will transmit everything someone knows into the computers. There are analysts who will piece together all of this information and inform you on anything they feel you can use or want to follow up on.

Creature Pens: This is a breeding area for any creatures you've collected. They'll be kept in a safe environment and cared for expertly, to create a thriving population within captivity. Each creature has a separate habitat. Your only concern is bringing the creatures here.

Weapons Manufacturing Plant: This is a weapon and armor research and development plant. They focus on reverse engineering and then mass-producing goods you bring them, and can design new equipment using blueprints you previously provided. All you have to do is give them money, and they'll use it to keep running.

Expanding Shopping Mall: This is an enormous shopping mall that has stores which sell anything you're capable of supplying. They're manned automatically by diligent shopkeepers. If someone agrees to sell things in your mall, a new store will appear for them to do business in. You're given a key, which, if placed somewhere, will cause the mall and everything within it to appear there.

The Contract: A piece of enchanted parchment. Touching it creates a new parchment that fills itself out with the details of a deal when you think about the terms. If one or more parties agrees to the deal and willingly enters into it, it will become self enforcing. Anyone involved will be mind controlled if necessary into doing what the parchment dictated until the deal is fulfilled.

Big Caravan: A large caravan in your employ, with guards to accompany you. The merchants in the caravan work for you and will trade in places you visit, giving you a cut of the profits. The caravan can run without you, but you're guaranteed to experience something exciting every time you come along with them.

Traveling Shop: A shop that is in fact a golem in disguise. The shop has legs it can use to walk and can fold itself down to the size of a backpack. It starts off as a two-story building with rooms for you to live in on the second floor. The golem becomes more powerful as things are bought and sold within it, causing it to expand in size. It will also learn how to alter its rooms to your tastes.

Loud Tavern And Inn: A lively tavern that you're in charge of. The food and drink within it respawns, and it has an inn attached to it. Many travelers will come and let slip information about the world.

Sahara Primo: An online store that populates itself with things from your warehouse you'd like to sell or any other properties that produce goods. People within the setting can place an order for goods, and the payment will automatically be delivered to you. Then, delivery drones will be dispatched to deliver their goods, quickly flying to their location.

This comes with stations you can place in strategic locations, to enable people to place orders. Just in case you're in a world that doesn't have internet.

Bandit Tools: A cache of armor and weapons to equip roughly 50 people, along with the tents and other goods you'd need to establish a traveling bandit camp. There are also cages and restraints for when you want to take hostages and ransom them.

Thief Tools: A small pouch that, when you reach into it, has all the tools you'll need for burglary.

Drug Lab: A lab for developing mind-altering chemical substances and creating the best drugs. It can also work on pharmaceutical drugs and medicines. Your scientists will work around the clock to produce the best quality stuff to make you money.

Chests Of Holding: A large wooden chest that can hold a near infinite amount of items. It has legs and arms, and can fight at your side. In the event that you manage to fill up your chest, the chest will spawn another empty one.

The Scales: A set of gold scales. Touching them will imbue someone with the secrets of buying and selling, and make them into a competent merchant. Touching the scales again will cause many of the people in the setting you're in to develop abilities like the ones you'll find here.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Currency tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Currency points as you spent. They don't like you and want to defeat you.

Banditry Is Mandatory: It's a requirement for you to perform a robbery or act of grand theft at least once a month.

Give To The Poor: At least half of your wealth must be devoted to improving the lives of others through charity. You decide how you distribute it and in the ways it's done, but it must be done with the intentions of making other people able to live better lives.

The Big 10 Million: You're not allowed to leave this setting until you've earned the equivalent of 10 million US dollars. It doesn't matter if you did so legally or not.

Megalomaniac: Upon entering the jump, your highest value becomes getting rich, and you constantly feel greed. You also become incapable of remorse or feeling guilt. You won't be forced to do anything immoral or illegal. You just wouldn't feel anything if you did.

Merchants Are Scum: The public does not like merchants, and neither does the church. You'll face discrimination for being a merchant now.

Greedy Backstabbers: Greed has spread across the setting, and now 1 in 6 people is willing to do anything to get ahead. There are no lines these people won't cross if they believe it'll make them money or get them something they want.

The Gentle Thief: You'll be targeted by a highly skilled thief who loves to steal from the rich and give to the poor. The thief is very talented and patient. They've sworn to never take a life and are exceptional with swords, bows, and throwing weapons. They have a band of allies who helps them in their heists, whom you can also expect to face off against.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?