

Commerce & Trading



Characters will often want to go looking for special items or have treasure gained from adventuring that they will want to sell. When the character is attempting to purchase (or sell) an item, the Gamemaster should assign a difficulty rating for finding the item (or a buyer, if the character is selling). The player then rolls 1d100 open-ended, adding in the difficulty modifier and their Trading skill bonus and the GM then consults the proper column on the table. Note that there are some additional modifiers below this table to allow for various conditions.

Note: It is important to note that rolls on this table should not be made for normal everyday purchases of items on the equipment lists in Chapter 7 of the HARP core book. This is for when the characters are attempting to find rare or unusual items, or trying to sell items gathered during their adventures.

Reading the Chart

There are several types of entries on the Purchase/Resale Table. The following notes explain the entries.

- **Armed Theft:** In the case of this result, somebody will attempt to physically overpower the buyer/seller in order to rob him. This may not happen at the time of the sale, but may happen shortly afterwards instead. (i.e. the person the character is dealing with sends thugs after the character to get the character's money or item.
- **Theft:** Should this result occur, it means that somebody like a pick-pocket or fast moving gang of street kids will attempt to rob the character of money or goods.
- **Swindle:** This result means that the buyer/seller that they character is dealing with will attempt to swindle the character by passing off inferior goods or possibly counterfeit or poor grade coinage.
- **Number:** This number is the percentage of the normal price of the item that the character is offered or charged for the item that they are buying or selling. A result of 400 means 400% of the normal price, while a result of 50 means 50% of normal price (half price).
- **Turned In:** While not on the chart, any time that the character is dealing with the illegal market, there is a 25% chance that the person that the character is dealing with will turn him in to the authorities for dealing in an illegal commodity.

Purchase/Resale Table		
Total Roll	Purchase	Resale
(-51) Down	Armed Theft	Armed Theft
(-50) – (-31)	Theft	Armed Theft
(-30) – (-10)	Swindle	Theft
(-10) – (-01)	Unavailable	Theft
0 – 10	Unavailable	Swindle
11 – 20	400	Swindle
21 – 30	350	10
31 – 40	300	20
41 – 50	250	30
51 – 60	200	40
61 – 70	175	50
71 – 80	150	50
81 – 90	140	60
91 – 100	130	60
101 – 110	120	70
111 – 130	110	80
131 – 150	105	90
151 – 170	100	100
171 – 200	95	110
201 – 230	90	120
231 – 260	85	130
261 – 300	80	140
301+	75	150

Modifiers	
Routine	+60
Easy	+40
Light	+20
Medium	+0
Hard	-20
Very Hard	-40
Extremely Hard	-60
Sheer Folly	-80
Absurd	-100

Modifier	Purchase	Resale
Inexpensive (less than 10 gp)	+10	+0
Average (between 10 gp and 100 gp)	+0	-10
Moderately expensive (between 100 gp and 500 gp)	-20	-25
Very expensive (between 500 gp and 1000 gp)	-50	-75
Outrageous (over 1000 gp)	-75	-100
Rarity (unique)	-75	+20
Rarity (unusual)	-25	+10
Rarity (common)	+20	-30
Oversupplied market (goods are overstocked)	+25	-75
Supplied Market (normal market conditions)	+0	-50
Undersupplied Market (market for normal imports)	-25	+0
Isolated market (delivery of goods time consuming/costly)	-50	+25
Insulated Market (delivery of goods dangerous/extremely costly)	-75	+50
Merchant (has a permanent store front)	+20	+0
Street (kiosk and street vendors, temporary stores, etc)	-50	+20
Illegal market (the black market)	-50	+30