

TRADING RULES

A RULES SUPPLEMENT FOR THE D20 STAR WARS ROLEPLAYING GAME

This is a rules supplement for the *Star Wars Roleplaying Game*.

It includes the following rules...

- Speculative Trading
- Freight
- Passengers
- Routine Starship Costs
- Starship Loans

SPECULATIVE TRADING

Source world describes the world that the trader is currently on. **Buying cost** describes how much cargo costs on this world. **Cargo type** describes one of the eight different types of cargo that a trader may purchase.

Destination world describes the world that the trader is travelling to. **Selling price** describes how much cargo can be sold for on this world.

SOURCE WORLD CARGO AVAILABILITY

The cargo available on a world is listed as part of a world's description under 'Major exports'. Cargo is grouped into one of the following eight types: Low tech, Mid tech, High tech, Minerals, Metals, Food, Medicine and Luxury.

If you're not sure which type each Major Export is, use the following table.

Cargo type is...	Available on these Tech Level worlds	Specific Examples
Low tech	Any, but more common at Stone or Feudal	Crafts, wood
Mid tech	Industrial or above, but more common at Industrial or Atomic	Machinery
High tech	Information or Space	Robotics, ion drives
Minerals	Any	Ores, crystals
Metals	Feudal or above	Iron, copper. At Space tech level, transparisteel.
Food	Any	Grain
Medicine	Any	Antibiotics
Luxury	Any, but more common at Industrial or above	Works of art, precious metals.

Finding cargo takes time. The amount of cargo a trader can find in one Standard day depends on the source world's population. Make a Gather Information check once per day and use the following table to determine how many tons of cargo is available. The trader may purchase cargo over several subsequent days until their cargo hold is full.

Source world's population is...	Available cargo for sale (tons)
Negligible, less than 1000	None
Low, less than 1 million	Gather Information x 1
Average, 1 million to 1 billion	Gather Information x 2
High, greater than 1 billion	Gather Information x 4

If the trader has 5 or more ranks in Diplomacy add a +2 synergy bonus to this skill check. If the world is Atomic tech level or above and the trader has 5 or more ranks in Computer Use add another +2 synergy bonus. These bonuses stack.

If the source world has more than one Major Export, cargo may be purchased in any combination from the different available types.

EXAMPLE

Reatha is the captain of the Zephyr, a modified stock light freighter with 90 tons of cargo space.

She is currently on a world with a population of 88 million, with Major Exports of Machinery, Food and Luxury goods. She rolls a 12 on her Gather Information check for 12 x 10 = 120 tons of available cargo. Reatha decides to purchase 60 tons of Luxury goods, 20 tons of Machinery and 10 tons of Food. She could have instead purchased just 90 tons of Luxury goods or even 45 tons each of Luxury goods and Machinery.

SOURCE WORLD BUYING COST

To calculate the buying cost for each type of cargo start with the 'Base Cost / Price' on the following table.

Cargo type is...	Base Cost / Selling Price (credits per ton)
Low tech *	500
Mid tech *	1000
High tech *	1500
Minerals	500
Metals *	1000
Food	500
Medicine *	1500
Luxury *	2000

* For cargo other than Food or Minerals the source world tech level affects the buying cost. A high tech level increases the buying cost and a low tech level decreases the buying cost.

Source world's Tech Level is...	Buying Cost Modifier
Stone	-10%
Feudal	-5%
Industrial	+0
Atomic	+0
Information	+5%
Space	+10%

The trader then haggles for a lower cost. Make an opposed Diplomacy skill check versus the

starport's Broker with a Diplomacy of +10. Roll once for all cargo lots being purchased that day.

Trader's Diplomacy skill check versus starport Broker's...	Buying Cost Modifier
Per 5 points lower	+5%
Per 5 points higher	-5%

If the trader has 5 or more ranks in Bluff or Sense Motive add a +2 synergy bonus to this skill check. These bonuses stack.

Add these two percentages up before applying them to the Buying Cost / Selling Price table.

EXAMPLE

Reatha calculates how much her cargo will cost. Buying costs are 2000 credits per ton for the Luxury goods, 1000 for the Machinery (Mid tech) and 500 for the Food.

The source world's Space tech level adds 10% to the Luxury goods and Machinery prices.

Now she haggles. Her Diplomacy bonus is +13 and she rolls a 10, for a total of 23. The GM only rolls a +7 for a total of 17. Reatha's skill check exceeds the starport Broker's by 6 points so she negotiates 5% off the final cost.

Final percentages are -5% for the Luxury goods and Machinery, -10% for the Food.

The total cost is $60 \times 2000 \times 95\% = 114,000$ credits for the Luxury goods, $20 \times 1000 \times 95\% = 19,000$ for the Machinery and $10 \times 500 \times 90\% = 4,500$ for the Food. The grand total costs 137,500 credits.

DESTINATION WORLD CARGO DEMAND

Finding a buyer for cargo takes time. The amount of cargo a trader can sell in one Standard day depends on the destination world's population. Make a Gather Information check once per day and use the following table to determine how many tons of cargo can be sold. The trader may sell cargo over several subsequent days until their cargo hold is empty.

Destination world's population is...	Demand for cargo (tons)
Negligible, less than 1000	None
Low, less than 1 million	Gather Information x 1
Average, 1 million to 1 billion	Gather Information x 2
High, greater than 1 billion	Gather Information x 4

If the trader has 5 or more ranks in Diplomacy add a +2 synergy bonus to this skill check. If the world is Atomic tech level or above and the trader has 5 or more ranks in Computer Use add another +2 synergy bonus. These bonuses stack.

DESTINATION WORLD SELLING PRICE

If the cargo being sold is listed under the world's 'Major Imports' add 10% to the selling price. However, if the cargo being sold is listed under the world's 'Major Exports' subtract 10% credits from the selling price.

Cargo is listed in destination world's...	Selling Price Modifier
Major Imports	+10%
Major Exports	-10%

For cargo other than Food and Minerals the difference between destination and source world tech levels affects the selling price. High tech goods fetch a better price on low tech worlds.

Destination world tech level is...	Selling Price Modifier
Lower than source world	+5% per tech level difference
Higher than source world	-5% per tech level difference

The trader then haggles for a higher price. Make an opposed Diplomacy skill check versus an average starport Broker who has Diplomacy +10.

Trader's Diplomacy skill check versus starport Broker's...	Selling Price Modifier
Per 5 points lower	-5%
Per 5 points higher	+5%

If the trader has 5 or more ranks in Bluff or Sense Motive add a +2 synergy bonus to this skill check. These bonuses stack.

Finally total all these percentages and apply them to each type of cargo as listed on 'Base Cost / Price' table.

EXAMPLE

Reatha has brought her 60 tons of Luxury goods, 20 tons of Machinery and 10 tons of Food from the Space tech level world where she bought it to an Atomic tech level world.

She calculates how much the cargo is worth. The base selling prices are 2000 credits per ton for the Luxury goods, 1000 for the Machinery and 500 for the Food.

The difference in tech levels is 2, Space \rightarrow Information \rightarrow Atomic, which is worth +10% for the Luxury goods and Machinery.

However, the world lists Luxury goods under Major Exports (bad move) and Food under Major Imports (good move). This gives a further -10% to the Luxury goods but +10% for the Food.

Now Reatha haggles. She rolls a 3 (uh oh) and adds her Diplomacy +13 for 16. The GM rolls 17 + 10 for a total of 27 for the starport Broker. Reatha has lost out by 11 points which lowers her selling price by 10%.

Final percentages are -10% for the Luxury goods, +0% for the Machinery and -5% for the Food.

The total selling price is $60 \times 2000 \times 90\% = 108,000$ for the Luxury goods, $20 \times 1000 \times 100\% = 20,000$ for the Machinery and $10 \times 500 \times 95\% = 4,750$ for the Food. This nets a rather disappointing 132,750 credits.

Reatha has made a loss of 4,750. Looking at the destination world Major Imports and Exports, she realises she should have played it safe and shipped

either Machinery or Food instead. Even with her appalling roll she would have made a small profit.

PLAYING THE MARKET (OPTIONAL RULE)

After the trader has made their Diplomacy check they can decide not to buy or sell, wait one day, then re-roll their Diplomacy check. However, word soon gets around the starport that the trader is trying to ‘play the market’ and they get a -2 for each extra attempt.

APPRAISING (OPTIONAL RULE)

Once per day a trader can make a Appraise skill check prior to purchasing cargo at a source world.

If the trader gets a DC20 on this check the GM must divulge information on what normal selling prices are at nearby destination worlds.

If this check is a DC30 the trader can pick a single world of their choice and force the GM to make that world’s Diplomacy selling check prior to the trader buying cargo at the source world. This represents the trader getting a ‘rumour’ of a good deal.

FREIGHT

Carrying freight is less financially risky and less expensive than trading in speculative cargo, but the potential rewards are not as great.

Check for freight availability as per the Speculative Source World Cargo Availability table above.

Standard freight charges are worth 10 credits per ton per Standard day travelling at a hyperdrive speed of x2. Round days up to the nearest full day. If the trader has a faster hyperdrive in their ship they can expect a 10% bonus per day delivered in advance. On the other hand, the trader can expect a 10% penalty per day that the cargo is delivered late.

EXAMPLE

Reatha has decided to play it safe this trip and ship some freight instead. This time she is on a world with a population of just 500,000.

Looking for available freight to a destination world that Reatha has picked she rolls a 17 on her Gather Information skill check for 17 x 5 = 85 tons. She calculates that the destination world would be 72 hours (3 days) away at x2 so she will get paid 85 x 10 x 3 = 2550 credits. Not a fortune, but a profit with little risk.

However, her modified stock light freighter, the Zephyr, can make the journey is half that time, just 36 hours. If she makes this time this will be worth an extra 10% bonus of 255 credits.

PASSENGERS

Prior to looking for passengers a trader must state the destination world and how many days before the ship will be leaving.

Finding passengers takes time. The number of passengers a trader can find in one Standard day depends on the source world’s population. Make a Gather Information check once per day and use the table below to determine how many passengers are available.

The trader may search for passengers over several subsequent days until all their passenger rooms are full. However, they may not exceed the number of days that were stated before they started looking. If they do, all the passengers previously found will look for another ship. Likewise if the trader tries to leave before the previously stated day, the passengers will automatically be unavailable.

Source world’s population is...	Available passengers
Low, less than 1 million	1 per 20 points of Gather Information check
Average, 1 million to 1 billion	1 per 10 points of Gather Information check
High, greater than 1 billion	1 per 5 points of Gather Information check

If the trader has 5 or more ranks in Diplomacy add a +2 synergy bonus to this skill check. If the world is Atomic tech level or above and the trader has 5 or more ranks in Computer Use add another +2 synergy bonus. These bonuses stack.

Passengers are worth 200 credits per Standard day travelling at a hyperdrive speed of x2. Rounds days up to the nearest full day. If the trader has a faster hyperdrive they can expect a 10% bonus per day that the passengers arrive in advance. On the other hand, the trader can expect a 10% penalty per day that the passengers arrive late.

ROUTINE STARSHIP COSTS

REFUELLING AND RESTOCKING

Consumables cost 10 credits per crew and passenger capacity per day that the starship was in-flight.

STARPORT DOCKING FEES

Starship docking fees cost 50 credits per day.

HYPERDRIVE OVERHAUL

A hyperdrive overhaul is required every 20 jumps and costs 1000 credits for any ship up to Medium size. If an overhaul is not carried out there is a 1 in 20 chance (roll 1 on a D20) of a jump mishap. This chance further increases by 1 for very further 10 jumps made without an

overhaul. For example, after 30 jumps it becomes 2 in 20, after 40 jumps 3 in 30 and so on.

STARSHIP LOANS

Most individuals cannot afford a starship without a loan. Such loans are typically charged at 300% interest over 30 months with 10% of the total loan being paid per Standard 30-day month.

Monthly payments must be made in person on the world where the loan was taken out.

Example

Reatha borrows 25,000 credits to buy a used YT1300 stock light freighter. She must now pay 2,500 per month for 30 months.

SKIPPED PAYMENTS

If a ship-owner skips one or more monthly payments they run the risk of being tracked down by either a Thug or even a Bounty Hunter!

Once per month make a DC20 check modified by +2 per skipped month and adding the ship-owner's Reputation.

If this check is a success either a Thug or Bounty Hunter has tracked down the ship-owner as shown on the following table...

Ship-owner level is...	Challenge code...	Tracked down by...
1-2	A	Thug 2 (Thug archetype p.277 CR)
3-5	B	Thug 4 (Thug archetype p.277 CR)
6-8	C	Scout 4 (Bounty Hunter archetype p.262 CR)
9-11	D	Sct 4 / Scl 2 / Bounty Hunter 2 (Bounty Hunter archetype p.262 CR)
12+	E	Sct 4 / Scl 2 / Bounty Hunter 6 (Bounty Hunter archetype p.262 CR)

The above table assumes that the ship-owner is unaccompanied. If the ship-owner is part of a group of up to 4 individuals, use the next highest Challenge Code. If the ship-owner is part of a group of 5 or more individuals, then use 2 Challenge Codes higher.

The Thug

A Thug will threaten the ship-owner and demand that all missed payments be paid immediately, plus a 10% penalty charge per month missed.

The ship-owner must make a DC20 Bluff check to avoid the Thug beating the ship-owner's Vitality Points to zero. If this check is DC30 or better the Thug is persuaded to leave the payments for one more month.

If the ship-owner refuses to pay, the Thug will attempt to beat the ship-owner unconscious. Use

normal combat rules, if the Thug is beaten off, the ship-owner is safe for another month. If the ship-owner is beaten unconscious the Thug will take the ship back to the bank or loan shark.

The Thug relies on intimidation and brute force to get what they want.

The Bounty Hunter

A Bounty Hunter will confront the ship-owner with blaster drawn and inform them that both they and the ship are being taken back to the bank or loan shark that loaned them the money.

If the ship-owner makes a DC30 Bluff check and offers the bounty hunter a number of credits equal to at least half the missing payments the bounty hunter will forget all about meeting the ship-owner and they are safe, if out of pocket, for another month.

If the ship-owner refuses to co-operate, the Bounty Hunter will attempt to stun the ship-owner with a blaster. Again use normal combat rules, but remember that the Bounty Hunter already has a blaster drawn and is ready to fire. If the Bounty Hunter loses half his Vitality Points, he will switch his blaster from stun to kill.

If the ship-owner fights off the Bounty Hunter, they are safe for another month.

If the Bounty Hunter knocks out the ship-owner, they will take both owner and ship back to the bank or loan shark. A DC20 Bluff check is required to avoid long term incarceration. If this check is failed by more than 10, the ship-owner is put to death. If this check is succeed by more than 10, the bank or loan shark offer a new loan starting from scratch.

MAKING UP MISSED PAYMENTS

If the ship-owner manages to avoid all the Thugs or Bounty Hunters and make it back to the world where they took out the loan, they can make up all their missed payments. However, in addition to the missed payments they will also have to pay a penalty charge worth an extra 10% per missed month as interest.

But if they do, the Thugs or Bounty Hunters are all called off.