

Exotic Trade Goods

| D66 | Result Type | Quantity* | Cost per Item GP | Purchase Check | Sale Check |
|---------|----------------------------|-----------|-------------------|-------------------------------|-----------------|
| 11 - 13 | Alien Super-Science | 1d6-3 | 2,000 | Language 9+ | Investigate 10+ |
| 14 - 16 | Alien Ancient Relic | 1d6-4 | 2,500 | Language 9+ | Investigate 10+ |
| 21 - 23 | Prototype Armour | 1d6-2 | 1,250 | Persuade 8+ | Diplomat 9+ |
| 24 - 26 | Prototype Device | 1d6-3 | 500 | Persuade 8+ | Broker 8+ |
| 31 - 33 | Prototype Technology | 1d6-3 | 750 | Persuade 8+ | Broker 8+ |
| 34 - 36 | Exceptional Mount | 1d6-1 | 1,000 | Persuade 9+ | |
| 41 - 43 | Monster (Gryphon, Dragon) | 1d6 | 1,500 | Animals 9+ | |
| 44 - 46 | Undiscovered Plant Species | 1d6 | 1,500 | Life Sciences 8+ | |
| 51 - 53 | Unique Chemical | 1 | 5,000 | Physical Sciences 9+ | Broker 10+ |
| 54 - 56 | Unique Treasure | 1 | 10,000 | Broker 10+ | Broker 10+ |
| 61 - 63 | Unique Magic Weapon | 1 | 15,000 Broker 10+ | Diplomat 9+ or Streetwise 10+ | |
| 64 - 66 | Artifact/Relic | 1 | ~25,000 | Persuade 11+ | Investigate 11+ |

*Always a minimum of 1.

Needs work.

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