

Revered Dead Reaction Calculations

Merchant baseline trust ratings

- 0 - Smugglers/thieves/fences, including any members of the Thieves Guild or Cammona Tong
- 30 - General unaffiliated outlander merchants
- 40 - Empire-aligned merchants, trying to maintain a good reputation
- 50 - General Dunmer merchants
- 60 - Hlaalu or Telvanni* Great House-affiliated or Ashlander merchants
- 70 - Temple or Redoran-affiliated merchants

*While the Telvanni are keen necromancers, they don't tend to plunder Dunmer graves for it!

Player vs merchant trust ratings:

Modifiers (Does not apply to special cases like Scamp)

Merchant is a Dunmer and you are not +10

Merchant is an ashlander and you're established within the Temple +10

Merchant is a non-ashlander Dunmer and you're established within the Temple -10

Merchant is Dunmer, unaffiliated with the Empire, and you're in the Imperial Cult +10

Merchant is Dunmer, unaffiliated with the Empire, and you're in the Legion +5

Merchant is not a beast race, not in the Twin Lamps, and you are a beast race +10

Merchant does not like you +5

Merchant hates you +15

Merchant likes you a lot -15

You are relatively famous -10

You are completely unknown +10

You share a faction with the merchant -5

You are the merchant's faction leader -10

Merchant is Hlaalu, you are their hortator - 10

Merchant is Redoran, you are their hortator -10

Merchant is Telvanni, you are their hortator - 10

You are trying to sell them ancestral mortal remains and they aren't a criminal +20

Reaction Severities when offered grave goods (additive, each increase in severity includes previous levels):

Severity = baseline trust + modifiers

Reaction thresholds.

- 0 - Doesn't care
- 30 - Refuse to buy
- 50 - Disposition hit
- 60 - Refuse and report to guards
- 75 - Take personal offense, some may attack
- 100+ - Will almost certainly attack!

Examples:

Outlander merchant (30 trust) who has no strong opinions about you (0 mods), will refuse to buy grave goods.

Outlander merchant (30 trust) who really likes you (-15) has a reaction of 15, and won't mind buying grave goods.

An Imperial Legion supplier (40) really hates you (+15) but you're a member of the Legion too (-5), has a reaction of 50 and is personally insulted that you tried to sell him grave goods, but won't report you.

Dunmer tend to have more complex and extreme reactions, because it's **their** tombs you're desecrating and **their** culture you're disrespecting.

A non-house local Dunmer merchant (50) knows you're pretty famous (-10) but you're a foreigner (+10) and a known member of the Imperial Cult, an outsider religion (+10) and they just don't like you very much (+5) so they have a reaction rating of 65, and immediately report you to the guards.

A Dunmer Temple supplier (70!) really likes you (-10) and you're also in the temple (-5), you're well established in the temple (-10)... in fact, you're the patriarch! (-10) leaving a reaction rating of 35. They still won't buy grave goods from you, but you dodged a bullet.

...But what if that same character was also a foreigner (+10), in fact, they're an Argonian! (+10) and is trying to sell an actual Dunmer skull! (+20!) Then the temple supplier totals to 75, and there's a good chance they will call the alarm, and if they aren't a pacifist, start throwing punches!