

Bartering rules:

The character test on their *Trade/haggle* skill. The roll is repeatable after succeeding in a test on Charisma.

If the trade/haggle test fails by more than 30 points, the price of the goods rises by 40%.

If the trade/haggle test fails by up to 29 points, the price of the goods rises by 30%.

If the trade/haggle test fails by up to 19 points, the price of the goods rises by 20%.

If the trade/haggle test fails by up to 9 points, the price of the goods rises by 10%.

If the roll falls directly on the skill of the testing character, the base price is used.

If the trade/haggle test lies 9 points above the skill, the price of the goods gets lowered by 10%.

If the trade/haggle test lies 19 points above the skill, the price of the goods gets lowered by 20%.

If the trade/haggle test lies 29 points above the skill, the price of the goods gets lowered by 30%.

If the trade/haggle test lies 39 points above the skill, the price of the goods gets lowered by 40%.