

Skills	Ranks	Characteristic	Feats	Bonus	Penalty	Modifier	Check	Successes
Art ()								
Authority								
Bargain *	10	+2	+5%			+17%	67%	
Bluff	7	+2				+9%	59%	
Climb	0	+1			-1%	+0%	50%	
Concentration	0	+0			-5%	-5%	45%	
Cook (Simple Meals)	3	+0				+3%	53%	
Craft ()								
Diplomacy	6	+1		+5%	-5%	+7%	57%	
First Aid	5	+1				+6%	56%	
Handle Devices								
Hide	5	+1			-1%	+5%	55%	
Intimidate								
Jump	1	+0		+5%	-1%	+5%	55%	
Knowledge (Common)	6	+0				+6%	56%	
Knowledge (Crystals and Gems)	5	+0				+5%	55%	
Knowledge (Herbalism)	5	+0				+5%	55%	
Knowledge (History)	5	+0				+5%	55%	
Knowledge (Nobility)	5	+0		+5%		+10%	60%	
Library Use	5	+1				+6%	56%	
Listen	5	+1				+6%	56%	
Lock Picking								
Medicate								
Perform (Speechcraft)	6	+0				+6%	56%	
Persuade	3	+2	+5%			+10%	60%	
Repair ()								
Search	6	+2				+8%	58%	
Sense Motive	9	+1				+10%	60%	
Sleight of Hoof	3	+1			-1%	+3%	53%	
Sneak	5	+1			-1%	+5%	55%	
Spot	6	+1				+7%	57%	
Survival ()	0	+1			-5%	-4%	46%	
Survival ()	0	+1			-5%	-4%	46%	
Swim	3	+1			-1%	+3%	53%	

Equipment	Weight		
Saddlebag (2)	0,4 kg	Traveler's Outfit	0,2 kg
Scroll Case	0,1 kg	Hood	0,1 kg
Flask (1 lt)	1 kg	Coin Pouch	-
Candle (4)	0,1 kg	Traveler's Ration (2)	1 kg
Bedroll	1 kg	Traveling Mercant's Certificate	-
Lapis (2)	-	Baby Blue Sapphire (5)	0,1 kg
Parchment (5)	-	Gem Pouch	-
Generic Book (2)	0,4 kg		
Wooden Cob (4)	0,4 kg		
Wooden Pipe (3)	0,3 kg		
Piece of Scented Soap (4)	0,2 kg		
Lucky Charm (4)	0,1 kg		
Wool Scarf (2)	0,2 kg		
Holy Symbol (Sun)	0,1 kg		
Healing Balm (Lesser)	0,1 kg		
Simple Bangle (3)	0,1 kg		
Simple Necklace (3)	0,1 kg		
Simple Earrings (4)	0,2 kg		
Anklet (3)	0,1 kg	Total	6,9 kg