

Haggling

Procedure

1. Merchant rolls their opening price (see tables).
2. Player states a desired price (default anchor: $2\times$ when selling, $1/2\times$ when buying).
3. Roll $2d6 + \text{CHA mod}$ for the merchant's reaction.
4. Player accepts the merchant's current price, or moves 10% toward the merchant and re-rolls.

Merchant's opening price

Situation	Roll	Merchant's price
Selling to merchant	$1d3 + 1$	$\text{true price} \div (1d3 + 1)$
Buying from merchant	$1d10$	$\text{true price} \times (1 + 1d10/10)$

Buying shortcut: the 1d10 is the markup in tens of percent (roll of 7 = +70%).

Reaction roll ($2d6 + \text{CHA mod}$)

Result	Outcome
Natural 2	Merchant walks — unless CHA-in-6 save, then they stay but won't budge
3–5	Refuses to budge
6–8	Moves 10% toward player's price
9–11	Moves 25% toward player's price
12+	Agrees to player's price

Single-roll probabilities by CHA mod

CHA	Walks	Won't budge	Moves 10%	Moves 25%	Agrees
+0	2.8%	25.0%	44.4%	25.0%	2.8%
+1	2.3%	13.9%	41.7%	33.3%	8.3%
+2	1.9%	5.6%	33.3%	41.7%	16.7%
+3	1.4%	~1.4%*	25.0%	44.4%	27.8%

** At +3, the only way to land in "won't budge" is via the nat-2-with-CHA-save path.*