

	elgis 6	haden 6	kiltak 5	victor 6	virgil 6
acrobatics	4	2	3	1	8
animal handling	0	-1	1	6	1
arcana	1	5	-1	-1	1
athletics	5	-1	6	6	2
deception	-1	6	0	0	6
history	4	4	-1	-1	1
insight	0	-1	4	6	1
intimidation	-1	6	3	0	3
investigation *	4	1	-1	-1	1
medicine	0	-1	1	6	1
nature**	1	1	2	-1	1
perception	3	-1	4	6	1
performance	-1	3	0	0	3
persuasion	-1	9	0	0	9
religion	1	1	-1	-1	2***
sleight of hand	1	2	3	1	11
stealth	1	2	3	1	11
survival	0	-1	4	3	4
bold red = character should roll green background = character has proficiency, can help					
When I can, I'll try to (1) ask the character with the highest skill to do the skill check, and (2) ask another character with proficiency to help, giving the first character advantage on the roll.					
So for example, I would ask Virgil to do an Acrobatics check (skill level 8) and ask Elgis (who's proficient) to help.					
* Although Elgis has the highest investigation, no one has proficiency to help him. I believe that advantage from help gives an average of about +4 on your die roll. So the party is probably better off having Haden or Virgil roll Investigation and having Elgis (who is proficient) help.					

** Similar with Nature. Kiltak is the highest but he's the only one proficient in Nature, so he should help Elgis, Haden, or Virgil.						
*** Includes "+1 Religion bonus, from praying at the chapel to Ajana" in Game 4, not on Virgil's sheet.						