In a family each

1. Population
2. Marriable Men/Women
3. Capabilities - Hunting, Gathering, Farming, Fishing, productions( Make Tent, Make House, Make Tool, Make Pottery, Make Jewelry)
4. Wealth = sum of all assets
5. Prosperity = Wealth / Population

Population grows each season according to this table

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Up to 5** | **> 5** | **> 7** | **> 9** | **> 12** | **15+** |
| **1** | 2 | 3 | 4 | 5 | 6 |

* \*Each person is 75% likely to actually be born.
* Prosperity is the % chance to DOUBLE the number of children who have a chance to be born so a family of 7 has 1.2 children on average, however if their prosperity is 15 and they happen to have chance favor them, 2.4 average children are had, because instead of a 60% chance for each of 2 children, when prosperity indicates, there is a 60% chance for each of 4 children.
* Marriable people occur with a chance,
* Chance to have marriable person = population / 32 if more than 4 population exists. Otherwise all people are children or already married.
* This marriable person is a woman 52% of the time and female 48%

|  |  |  |
| --- | --- | --- |
| **Attributes** | **Raw Materials** | **Fabricated Items** |
| **Population** | Bone | Homes |
| **Capability** | Clay | Tents |
| **Wealth** | Textiles | Pottery |
| **Prosperity** | Shells | Tools |
|  | Stone | Jewelry |
|  | Wood |  |
|  | Skins |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Homes | 20 Wood | 4 Skins |  |
| Tents | 10 Skins | 2 Wood | 1 Textile |
| Pottery | 5 Clay | 1 Shell | 1 Wood |
| Tools | 1 Stone | 1 Wood |  |
| Jewelry | 5 Shells | 1 Textile |  |

* Wealth Value per material

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Bone | Clay | Textiles | Shells | Stone | Wood | Skins |
| 1 | 4 | 2 | 8 | 1 | 3 | 2 |

* Wealth Value per Fabricated Item

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Home | Tent | Pot | Tool | Jewelry |
| 68 | 28 | 31 | 4 | 42!!!!!!!!!!!!!!!! |

* Capabilities cover these Activities
* Gathering – REWARD: Chance for all
* Hunting – REWARD: Chance for bunch of food hide bones
* Farming – REWARD: Certain to gain food, but chance of Textiles
* Production – REWARD: Lose materials to gain product of work.
* These capabilities are areas where a percentage that represents the families' capability accrue. Each successful activity grants experience upon completion
* This chance is the chance to **double** the rewards of an activity. However production's chance is to reduce the required inputs to ¾ what normally would be needed (round down).
* This table grants the amount after the % when chance indicates OR the amount after the /
* d4 represents the value 1-4 gotten from rolling a 4 sided die
* d8 represents the value 1-8 gotten from rolling an 8 sided die
* 3d8 represents 3-24, average 13.5 from sum of 3, 8 sided die

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Activity | Bone | Clay | Fiber | Shells | Stone | Wood | Hide | Food |
| Hunting\* | d10\* |  |  |  |  |  | d10\* | 65%2d10/4d4 |
| Gathering | 30%d4 | 50%d4 | 40%d4 | 5% 1 | 40%d6 | 45%d4 |  | 20%d4 |
| Farming |  | 40%d10 | 80% d4 | 2% 1 | 25%d4 |  |  | 35%3d8/ d8 |
| Fishing |  | 50%d6 |  | 20%d10 |  |  |  | 60%d10/d4 |

* \* if food is gotten THEN gain 1d10 bone
* Wealth is the sum of all assets.
* Prosperity is the wealth / population.
* Events globally effect all families
* Event table

|  |  |
| --- | --- |
| Chance | Events |
| 1-25% | None |
| 26-60% | 1 Event |
| 61-85% | 2 Events |
| 86-100% | 3 Events |

* Environmental Reroll Same Event

|  |  |
| --- | --- |
| Chance | Event |
| 1-6% | Drought, farming fails |
| 7-10% | Drought, Gathering fails |
| 11-25% | Bad flood Fishing is hazardous 10% chance per individual to die in flood waters, flash floods, and animal related injury (larger animal presence due to loss of habitat)  Farming 10% flooded fields |
| 26-55% | Good rain, farming is 15% more effective |
| 56-85% |  |
| 86-95% | Severe Thunderstorm, Starts fires |
| 96-100% | Tornado lose portion of assets \* 50% chance to lose each asset |

* Historic Events

|  |  |
| --- | --- |
| Time (Year,Season?) |  |
|  |  |
|  |  |
|  |  |