The “Community” is comprised of all “Families”.

Each “Family” has a number of “Households.”

Family Attributes:

1. Population
2. Marriageable Men and Women
   1. Every x seasons there is a y% chance to gain random (M/F) person for each household.
3. Households – Number of Marriages Completed
4. Skill – Each of: Hunting, Gathering, Farming, Production
   1. 100 experience gained when focused each season.
5. Capability = ((10% of each Skill) / 100) \* Population.
6. Wealth = Sum of Value of all Finished Goods
7. Prosperity = (Capability + Wealth) / Population

Population grows each season by 1%, this accounts for the death rate. Failure to acquire food will cause starvation where half the people who lack food starve and die while the rest starve but somehow survive.

Population grows per season = (Prosperity \* Households) \* 0.5

Marriageable people occur by chance each season:

* Marriageable Chance Per Household = (Wealth \* Avg. Household Population) / 10,000.
* This marriable person is a woman 52% of the time and male 48%.

|  |  |  |
| --- | --- | --- |
| Raw Materials | Value |  |
| Bone | 1 | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | Activity | Bone | Clay | Fiber | Shells | Stone | Wood | Hide | Food | | Hunting\* | b |  |  |  |  |  | b | d | | Gathering |  | a | a | a | a | a |  | a | | Farming |  | a | b | a | a |  |  | d | |
| Clay | 4 |
| Fiber | 2 |
| Shells | 8 |
| Stone | 1 |
| Wood | 3 |
| Hide | 2 |

* Trade Yield Modifiers:
* a = 0.25
* b = 0.4
* c = 0.6
* d = 1.0
* Material Gain Per Season:
* ((Community Capability \* 0.01) \* Yield Modifier) +
* ((Capability \* 0.1) \* Yield Modifier ) +
* (((Trade Skill \* Households Performing Trade) \* 0.1) \* Yield Modifier)

|  |
| --- |
| Finished Goods |
| Homes |
| Tents |
| Pottery |
| Tools |
| Jewelry |

|  |  |  |  |
| --- | --- | --- | --- |
| 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

Wealth Value per Fabricated Item

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

* These capabilities are areas where a percentage that represents the families' capability accrue. Each successful activity grants experience upon completion

# EVENTS

* 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?) |  |
|  |  |
|  |  |
|  |  |