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 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 by = ( 0.01 ) \* Wealth \* Marriages
* Marriable people occur with a chance,
* Chance to have marriable person = wealth \* population / 10000 .
* This marriable person is a woman 52% of the time and male 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).
* Population / a quantity shall be a portion to which these values modify the outcome of the resources gained from the activity.
* Letters ranking the amount gained from the activity go from a – d, and can be Capital which is another case where a chance exists to gain a larger than normal amount.
* a = 0.5
* b = 0.8
* c = 1.2
* d = 2.0
* GAIN RATE = population / 30 Rounded Down

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Activity | Bone | Clay | Fiber | Shells | Stone | Wood | Hide | Food |
| Hunting\* | b |  |  |  |  |  | b | d |
| Gathering | a | a | a | a | a | a |  | a |
| Farming |  | a | b | A | a |  |  | D, d |
| Fishing |  | a |  | c |  |  |  | C, b |

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