**Finances**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Season | Winter | Sprint | Summer | Fall |
| Primary Characteristic + Craft |  |  |  |  |
| Communication + Profession | 4 | 4 | 4 |  |
| Social Class  *To move from* ***Wealthy*** *to* ***Poor*** *in the next social class (****1080 lp****)*  *Trivial - 10lb / year*  *Minor- 20lb / year*  *Lesser - 40lb / year*  *Typical - 100lb / year*  *Greater - 250lb / year*  *Legendary - 1000+lb / year* | trivial | trivial | trivial | trivial |
| Wealth Multiplier  *x2 - poor*  *x3 - avg. (****120 lp*** *to unlock)*  *x4 - wealthy (****360 lp*** *to unlock)* | avg | avg | avg | avg |
| Labor Points Gained (+lp) | 12 | 12 | 12 | 0 |
| Business maintenance | -36 labor points/year | | | |
| Lbs gained  *(lp / wealth Factor) \* social status factor*  *wealth Factors: poor (6), avg (12), wealthy (36)*  *social status factors:*   * *trivial: 2.5* * *minor: 5* * *lesser: 10* * *typical: 25* * *greater: 63* * *legendary: 250* |  |  |  |  |
| Research |  |  |  | Lab research for spell generated: 0 points  Creating the mind’s sculptor (need 15 points) |

**Adventures!**

hooks/flaws:

* Avaricious - Greed for money (major - 3)
* Mentor - the black orb (minor - 1)
* Outcast - orphan, received the gift from the black orb (minor - 1)

Stories

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Difficulty | Seasons  Delayed | Max Season  delay | Adventure  Origin | Timing | Complexity | Adventure  Type | Hook Dice  (for Covenant hooks) |
| Avg-12 | - | - | Orb | Autumn | Very Complex (3) | * combat * social * social |  |
|  |  |  |  |  |  |  |  |
| Season Status | | Winter, Spring, Summer (work), Autumn (orb adventure) | | | | | |
| Free Seasons | | None | | | | | |

**Results**

Season: Fall (Challenge 1) year 1095

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Story | | The Orb wants me to break into the house of a local fisherman and steal a meteorite that he found. It contains large amounts of Obsidian. The rock is thought to be lucky by the fisherman and will not part with it. | | | | | | | | | | |
| Time | | 8 days | | | | | | | | | | |
| Challenge  **Combat** | Challenge Dice |  | | | **AA**  **subtotal** | **Spell** | **Specialist** | **Combat** | **Roll** | **Total** | **Difficulty** | **Results** |
| **(1)** | **Ability + Attribute** | Stealth(2)+Strength(0) | 2 | 0 |  |  | 3+3\* | 8 | **12** | FAIL |
| **(2)** | **Ability + Attribute** | Athletics(1)+Presence(0) | 1 | 2 |  |  | 3 | 6 | FAIL |
| Detail Check:  Healthily, Fight | **(3)** | **Ability + Attribute** | Awareness(1)+Communication(0) | 1 | 0 |  | 6 | 5 | 12 | PASS |
| **Spells used on (1)** | |  |  | | | | | | | |
| **Spells used on (2)** | | Wreaths of foul smoke |
| **Spells used on (3)** | |  |
| **Specialist** | |  |
| **Combat** | | Short bow |  | | | | | | | |
| Rewards | | 1 confidence Point, 1 XP, Obsidian Meteorite | | | | | | | | | | |
| Loses | | Story Flaw (temp for 3 years) | | | | | | | | | | |
| Story Log | | Brod was able to break into the fisherman’s house, however the fisherman was startled and awoke. Brod had no choice but to pierce his heart with an arrow. He quickly left the scene. And discarded his bow in the process. To disguise the break in as a simple robbery, Brod decided to steal a few valuables along with the meteorite. | | | | | | | | | | |

Season: Fall (Challenge 2) year 1095

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Story | | The Orb wants me to break into the house of a local fisherman and steal a meteorite that he found. It contains large amounts of Obsidian. The rock is thought to be lucky by the fisherman and will not part with it. | | | | | | | | | | |
| Time | | 8 days | | | | | | | | | | |
| Challenge  **Social** | Challenge Dice |  | | | **AA**  **subtotal** | **Spell** | **Specialist** | **Combat** | **Roll** | **Total** | **Difficulty** | **Results** |
| **(1)** | **Ability + Attribute** | Bargain | 0 | 1 |  |  | 3 | 4 | **12** | Fail |
| **(2)** | **Ability + Attribute** | Charm | 0 | 0 |  |  | 8 | 8 | Fail |
| Detail Check:  Aggressively, excitement | **(3)** | **Ability + Attribute** | guile | 1 | 4 |  | 4 | 8 | 17 | Pass |
| **Spells used on (1)** | | Probe for Pure Silver |  | | | | | | | |
| **Spells used on (2)** | |  |
| **Spells used on (3)** | | Veil of Invisibility |
| **Specialist** | |  |
| **Combat** | | Dagger |  | | | | | | | |
| Rewards | | 1 confidence Point, 1 XP, Reduced time | | | | | | | | | | |
| Loses | | Lose 2 labor points | | | | | | | | | | |
| Story Log | | Over the course of the next few days. The local constables were out searching and questioning people about the fisherman. When questioned about it, Brod feigned ignorance. A search of his home was conducted, and no evidence found. He later travelled 2 day’s journey to another town to buy a bow and secure a fence to sell the stolen goods Brod acquired from the fisherman’s house before returning to his house under the cover of darkness. | | | | | | | | | | |

Season: Fall (Challenge 3) year 1095

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Story | | The Orb wants me to break into the house of a local fisherman and steal a meteorite that he found. It contains large amounts of Obsidian. The rock is thought to be lucky by the fisherman and will not part with it. | | | | | | | | | | |
| Time | | 8 days | | | | | | | | | | |
| Challenge  **Social** | Challenge Dice |  | | | **AA**  **subtotal** | **Spell** | **Specialist** | **Combat** | **Roll** | **Total** | **Difficulty** | **Results** |
| **(1)** | **Ability + Attribute** | Folk Ken | 1 | 3 |  | 4 | 9 | 17 | **12** | Pass |
| **(2)** | **Ability + Attribute** | Intrigue | 0 | 3 |  |  | 3 | 6 | Fail |
| Detail Check:  Adventurously, Heal | **(3)** | **Ability + Attribute** | Carouse | 0 | 1 |  |  | 16 | 17 | Pass |
| **Spells used on (1)** | | Disguise of the new visage |  | | | | | | | |
| **Spells used on (2)** | | Gift of the Frog's legs |
| **Spells used on (3)** | | Prying Eyes |
| **Specialist** | |  |
| **Combat** | | Dagger |  | | | | | | | |
| Rewards | | 1 confidence Point, 1 XP, Gain 2 labor points | | | | | | | | | | |
| Loses | |  | | | | | | | | | | |
| Story Log | | Brod was able to get 2 labor points from the fence which conveniently offset the cost of buying a new bow. | | | | | | | | | | |