**Finances**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Season | Winter | Sprint | Summer | Fall |
| Primary Characteristic + Craft |  |  |  |  |
| Communication + Profession |  |  |  |  |
| 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* |  |  |  |  |
| Wealth Multiplier  *x2 - poor*  *x3 - avg. (****120 lp*** *to unlock)*  *x4 - wealthy (****360 lp*** *to unlock)* |  |  |  |  |
| Labor Points Gained (+lp) |  |  |  |  |
| Business maintenance | -36 labor points | | | |
| 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 |  |  |  |  |

**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 | 0 |  | Brod | Spring | Super Complex-4 | Social, Social, Combat, Combat |  |
|  |  |  |  |  |  |  |  |
| Season Status | | Winter (work), Spring (adventure), Summer (work), Fall (work) | | | | | | |
| Free Seasons | | Spring | | | | | | |

**Results**

Season: Spring, year 1096

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Story | | Discover Vis locations – Challenge 1 | | | | | | | | | | |
| Time | | 14 days | | | | | | | | | | |
| Challenge  SOCIAL | Challenge Dice |  | | | **AA**  **subtotal** | **Spell** | **Specialist** | **Combat** | **Roll** | **Total** | **Difficulty** | **Results** |
| **(1)** | **Ability + Attribute** | Charm (1) + Perception (1) | 2 |  |  | 6 | 0 | 8+0 | **12** | FAIL |
| **(2)** | **Ability + Attribute** | Bargain (0) + Strength (0) | 0 | 3 |  |  | 10 | 3+10 | PASS |
| Detail Check:  Helplessly Lie | **(3)** | **Ability + Attribute** | Carouse (0) + Presence (0) | 0 | 2 |  |  | 10 | 2+10 | PASS |
| **Spells used on (1)** | |  |  | | | | | | | |
| **Spells used on (2)** | | Gift of the Frog’s Legs (3) |
| **Spells used on (3)** | | Wreaths of Foul Smoke (2) |
| **Specialist** | |  |
| **Combat** | | Bow(6) |  | | | | | | | |
| Rewards | | 1 xp, 1 confidence point, vis location (Terram) | | | | | | | | | | |
| Loses | |  | | | | | | | | | | |
| Story Log | |  | | | | | | | | | | |

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Season: Spring, year 1096

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| Story | | Discover Vis locations – Challenge 2 | | | | | | | | | | |
| Time | | 14 days | | | | | | | | | | |
| Challenge  SOCIAL | Challenge Dice |  | | | **AA**  **subtotal** | **Spell** | **Specialist** | **Combat** | **Roll** | **Total** | **Difficulty** | **Results** |
| **(1)** | **Ability + Attribute** | Folk Ken (1) + Intelligence (3) | 4 |  |  | 6 | 3 | 10+3 | **12** | PASS |
| **(2)** | **Ability + Attribute** | Guile (1) + perception (1) | 2 | 4 |  |  | 6 | 6+6 | PASS |
| Detail Check:  Perfectly Dominate | **(3)** | **Ability + Attribute** | Intrigue (0) + Communication (0) | 0 |  |  |  | 6 | 0+6 | FAIL |
| **Spells used on (1)** | |  |  | | | | | | | |
| **Spells used on (2)** | | Veil of Invisibility (4) |
| **Spells used on (3)** | |  |
| **Specialist** | |  |
| **Combat** | | Bow (6) |  | | | | | | | |
| Rewards | | 1 xp, 1 confidence point, vis location (Ignem) | | | | | | | | | | |
| Loses | |  | | | | | | | | | | |
| Story Log | |  | | | | | | | | | | |

Season: Spring, year 1096

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| Story | | Discover Vis locations – Challenge 3 | | | | | | | | | | |
| Time | | 14 days | | | | | | | | | | |
| Challenge  COMBAT | Challenge Dice |  | | | **AA**  **subtotal** | **Spell** | **Specialist** | **Combat** | **Roll** | **Total** | **Difficulty** | **Results** |
| **(1)** | **Ability + Attribute** | Athletics (1) + quickness (1) | 2 | 3 |  |  | 0 | 5+0 | **12** | FAIL |
| **(2)** | **Ability + Attribute** | Brawl (1) + Intelligence (3) | 4 |  |  | 6 | 3 | 10+3 | PASS |
| Detail Check:  Offensively Separate | **(3)** | **Ability + Attribute** | Leadership (0) + dexterity (1) | 1 |  |  |  | 16 | 1+16 | PASS |
| **Spells used on (1)** | | Disguise of the new Visage (4) |  | | | | | | | |
| **Spells used on (2)** | |  |
| **Spells used on (3)** | |  |
| **Specialist** | |  |
| **Combat** | | Bow (6) |  | | | | | | | |
| Rewards | | 1 xp, 1 confidence point, vis location (Imaginem) | | | | | | | | | | |
| Loses | |  | | | | | | | | | | |
| Story Log | |  | | | | | | | | | | |

Season: Spring, year 1096

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| Story | | Discover Vis locations – Challenge 4 | | | | | | | | | | |
| Time | | 14 days | | | | | | | | | | |
| Challenge  COMBAT | Challenge Dice |  | | | **AA**  **subtotal** | **Spell** | **Specialist** | **Combat** | **Roll** | **Total** | **Difficulty** | **Results** |
| **(1)** | **Ability + Attribute** | Awareness (1) + Perception (1) | 2 |  |  | 6 | 9 | 8+9 | **12** | PASS |
| **(2)** | **Ability + Attribute** | Stealth (4) + Stamina (1) | 5 |  |  |  | 9 | 5+9 | PASS |
| Detail Check:  Busily Befriend | **(3)** | **Ability + Attribute** | Martial (0) +Dexterity (1) | 1 | 1 |  |  | 5 | 2+5 | FAIL |
| **Spells used on (1)** | |  |  | | | | | | | |
| **Spells used on (2)** | |  |
| **Spells used on (3)** | | Prying Eyes (1) |
| **Specialist** | |  |
| **Combat** | | Bow (6) |  | | | | | | | |
| Rewards | | 1 xp, 1 confidence point, vis location (Mentem) | | | | | | | | | | |
| Loses | |  | | | | | | | | | | |
| Story Log | |  | | | | | | | | | | |