Developing Abilities for NPC's

Abilities: distribute d10 +2

personality: randomly distribute 2 pts into random abilities

Characteristics: distribute 3 pts. (no more than one in any ability)

Delivery Personnel

\* it takes 50 delivery personnel to grant a typical income.

\* it takes 100 delivery personnel with 7 years experience, and 2 warehouses in two different cities to grant a greater income

\* it takes 150 delivery personnel with 15 years experience, and 4 warehouses in four different cities, and the ability to use portals to deliver goods to grant a legendary income.

abilities: per(1), com(1), sta(1), Area Lore(3), Survival(1), etiquette(1), Stamina(3), Folk Ken(1), charm(1), carouse(1), bargain(1)

Scribes personnel

abilities: int(1), com(1), sta(1), magic theory(3)

Training by studying the Portal to the Regio

\* roll on Arm pg 109. Risk modifier = (if story is from "driven") + 3, otherwise +1

(can perform the above for each reward when studying the portal)

book orders

deliveries per season = number of deliverers.

Determine the type of book being ordered

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Book Quality\* | Level | Quality | Form | Technique |
| Cheap | 1d10\*2 | 3d10/2 (round up) | 1 An  2 Aq  3 Au  4 Co  5 He  6 Ig  7 Im  8 Me  9 Te  0 Vi | 1-2 Cr  3-4 In  4-5 Mu  6-7 Pe  8-9 Re  0 - roll again |
| Vain | 2d10\*2 | 2d10 (round up) |
| Sound | 4d10\*2 | 3d10 (round up) |
| Excellent | 5d10\*2 | 4d10 (round up) |

\* roll below to determine book quality

Determine the quality of the book being ordered

|  |  |  |
| --- | --- | --- |
| Die Roll | Covenant Season  (if known, otherwise roll randomly) | Quality Roll |
| 1-5 | Spring | Mundane: 1-7  Cheap: 8-9  Vain: 10 |
| 6-8 | Summer | Cheap: 1-4  Vain: 5-7  Sound: 8-9  Excellent: 10 |
| 9-10 | Autumn | Vain: 1-3  Sound: 4-9  Excellent: 10 |
| 10 | Winter | None: 1-4  Sound: 5-8  Excellent: 9-10 |

Determine the price

|  |  |  |
| --- | --- | --- |
| Roll if remoteness unknown | Remoteness (how far a covenant is from society) | Price (round up to nearest half) in lbs |
| 1 | Very remote: 1 season to deliver | Mundane: d10/4  Cheap: d10/4 \* 10 (tractatus d10/5)  Vain: (d10/4)\*level (tractatus d10/4)  Sound: (3d10/2)\*level (tractatus 2d10/3)  Excellent: Trade for magical items, or some  other highly valued service/items |
| 2 | Remote: .5 season to deliver | Mundane: d10/5  Cheap: 2d10 (tractatus d10/5)  Vain: (d10/5)\*level (tractatus d10/5)  Sound: d10\*level (tractatus 2d10/5)  Excellent: Trade for magical items, or some  other highly valued service/items |
| 3-5 | Very Far: .25 season to deliver | Mundane: d10/5  Cheap: 1d10+5 (tractatus d10/5)  Vain: (d10/3)\*level (tractatus d10/5)  Sound: (d10-2)\*level (tractatus 2d10/5)  Excellent: Trade for magical items, or some  other highly valued service/items |
| 6-8 | Far: .10 season to deliver | Mundane: 1  Cheap: 1d10+5 (tractatus 1)  Vain: (d10/3)\*level (tractatus 2)  Sound: (d10/2)\*level (tractatus 1d10/5)  Excellent: Trade for magical items, or some  other highly valued service/items |
| 9 | Close: delivery time negligible | Mundane: 1  Cheap: 1d10 (tractatus 1)  Vain: (d10/5)\*level (tractatus 2)  Sound: (d10/3)\*level (tractatus 2)  Excellent: Trade for magical items, or some  other highly valued service/items |
| 10 | Very Close: delivery time negligible | Mundane: 1  Cheap: 1d10 (tractatus 1)  Vain: (d10/5)\*level (tractatus 2)  Sound: (d10/3)\*level (tractatus 2)  Excellent: Trade for magical items, or some  other highly valued service/items |