**Korim Bladelords** -Michael.Cintron (17 Barbarian) sheet updated month 11

Politics 3 (4 Actions)

Size 2 (20 tiles)

Military 3-

Economics 2-

Society 3-

Espionage 1

Arcane 2

Religion 3 (Spirits 3/Skyfather 1)

Technology 2

Army 3

Navy 1

Air Force 0

Resources:

* 3 towns
* Tier 1 - 1 fish, 3 game, 1 fruit, 1 crabs (N), 1 hardwood, 1 greenwood (T), 1 Incense
* Tier 2 - 1 dinosaurs (food), 1 iron wood (damaged), 1 darkwood (T), 1 spirits, 1 waterwood (N)
* Tier 3 - 1 gold
* Monetary Income: 5g
* Treasury: 24g
* Storage: 4 crops, 3 game, 5 fruit, 4 dinosaur meat, 7 hardwood, 5 ironwood, 7 darkwood, 9 spirits, 5 gold, 2 herbs

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | You to Ostwil | 1 greenwood, 1 darkwood | 3g | 3g |  |

Specialties:

* Tribal Confederacy - CN - The people of this relatively primitive mid sized nation view themselves through one lens alone, their holy duty to once per generation have their whole adult populace fight the greatest beast the world has ever known, the Tarrasque.
* Your peoples ideal leader: Barbarian Monster Hunter (Conan)
* Can add +2 to a single internal action per turn
* -1 on all external actions
* Other nations get -2 for actions taking place in Korim

Advisors:

* Kaedr(male) the Merchant shall be my economic advisor with a specialty in trade.
* Vaathi(female) the wise, who is our head shaman shall be my religion advisor with a specialty in Proselytizing
* Lathat(male) the Strategist shall be my military advisor in the army with a specialty in logistics

**Country Achievements:**

1. Korim - Tribal Confederacy - CN - The people of this relatively primitive mid sized nation view themselves through one lens alone, their holy duty to once per generation have their whole adult populace fight the greatest beast the world has ever known, the Tarrasque.
   1. Thriving in Apocalypse: When the Tarrasque Event is resolved, have your nation’s stats and resources be no lower than they were at game start in any category.
   2. Fighting Legends: Bring the Jurai Sultanate, the Afenthar, and Karis under your Suzerain after defeating them in combat.
   3. Lords of the New Age: Raise Economy, Arcane, Espionage, and Technology to 4.