**STATS**

* Options:
  + Hunting
  + Medicine
  + Forging
  + Handiness
  + Animal Handling
  + Charisma
  + Logging
* Point System
  + 1 = fail
  + 2 = 50%
  + 3 = succeed

**PLAYER**

* All stats start at 1

**JUDGEMENT DAY**

* House - requires Logging or 50 wood
* Farm - requires Animal Handling
* Garden - requires Forging
* House furnishing - requires Handiness
* First-Aid Kit for season - requires Medicine
* Meat Storages - requires Hunting