



CHARACTER NAME _____

PLAYER NAME _____ SETTLEMENT _____

GP	GOODS	INFLUENCE	LABOR	MAGIC

BUILDING/ORGANIZATION	
ROOMS/TEAMS	
MANAGER	DAYS SINCE LAST VISIT
BENEFITS	TOTAL EARNINGS
ONGOING EVENTS/COSTS	

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DOWNTIME PHASES	
UPKEEP	
ACTIVITY	
INCOME	
EVENT	
EVENT CHANCE 20% + 5%/DAY	%

SKILLED WORK	
RESULT	CAPITAL
10	1
20	2
30	3
40	4

NOTES	

PURCHASING		
CAPITAL	PURCHASED COST	EARNED COST
GOODS	20 GP	10 GP
INFLUENCE	30 GP	15 GP
LABOR	20 GP	10 GP
MAGIC	100 GP	50 GP

SPENDING LIMITS/DAY	
SETTLEMENT	LIMIT
THORP	2
HAMLET	4
VILLAGE	10
SMALL TOWN	15
LARGE TOWN	25
SMALL CITY	35
LARGE CITY	50
METROPOLIS	65