

SETTLEMENT

UNREST

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SETTLEMENT TESTS

Progress Tests (Production)

If the settlement has the relevant materials available in a Stockpile, and is able to work on a building—either by building it themselves, or by having workers do it—the settlement can make a Progress test.

- Complete Success:** The settlement gains +2 Progress on one building.
- Partial Success:** The settlement gains +1 Progress on one building, but loses a Stockpile of the used material.
- Disaster:** The settlement gains no Progress and loses all Stockpiles of the used material.

Extraction Tests (Commerce)

If the settlement has a Source of materials, the settlement can make an Extraction test to take the material from its Source and make a Stockpile.

- Complete Success:** The settlement gains +2 Stockpiles of the material.
- Partial Success:** The settlement gains +1 Stockpile of the material, but loses 1d10 Population (multiplied by chart).
- Disaster:** The settlement loses the Source of the material.

Culture Tests (Language)

As long as the settlement has a water source and food stockpiled, the settlement can make a Culture test to allow its presence to be discovered in some manner.

- Complete Success:** The settlement gains 2d10 population (multiplied by chart).
- Partial Success:** The settlement gains 1d10 population (multiplied by chart), but loses a food Stockpile.
- Disaster:** The settlement gains no population and becomes under attack by an enemy army with a population of 10 x 1d10 (multiplied by chart).

Combat Tests (Military)

When your settlement is under attack or attacking an enemy army, the settlement makes a Combat test.

- Complete Success:** Enemy loses 2d10 population (multiplied by chart).
- Partial Success:** Enemy loses 1d10 population (multiplied by chart), but your settlement loses 1d10 (multiplied by chart) population.
- Disaster:** Your settlement loses 2d10 population (multiplied by chart).

DIPLOMATIC TESTS

Communication (Language)

When attempting to communicate with another tribe or civilization, make a skill test, as normal. If your settlement has any Focus points in Language, add its bonus to your highest rolled die.

- Complete Success:** You communicate effectively.
- Partial Success:** You communicate your point, but disrespect their culture.
- Disaster:** You show extreme disrespect to their culture.

Commerce (Commerce)

When attempting to make a trade for your settlement, make a skill test, as normal. If your Settlement has any Focus points in Commerce, add its bonus to your highest rolled die.

- Complete Success:** Lose 1 Stockpile to gain 1 Stockpile.
- Partial Success:** Lose 2 Stockpiles to gain 1 Stockpile.
- Disaster:** No deal.

FOCUS

MILITARY:
PRODUCTION:
LANGUAGE:
COMMERCE:

BUILDINGS

POPULATION CHART

0 to 99	×1
100 to 999	×10
1,000 to 9999	×100
10,000 to 99,999	×1000

MATERIALS

SOURCES STOCKPILES

BONE

WOOD

STONE

COPPER

TIN

IRON

LIVESTOCK

MOUNTS

TAMED BEASTS

EDIBLE PLANTS

MEDICINAL PLANTS

POISONOUS PLANTS

FIBROUS PLANTS

FRESH WATER

OTHER MATERIALS

SOURCES STOCKPILES