

CAMPAIGN SUMMARY SHEET

Calander				Charecters					Event Notes:-							
Day		Month								City/Village Name:						
Mon		Winter	Jan							Village repor:						
Tue			Feb							Main Characters:						
Wed		Spring	Mar							Events:-						
Thu			Apr													
Fri			May													
Sat		Summer	Jun	Str												
Sun			Jul	Ref												
Week			Aug	Int												
1		Autumn	Sep	Psy Tal												
2			Oct	Looks												
3			Nov	Evasion												
4			Dec	Magic Def												
Year		Winter		Perception												
				Armour F												
Disease chance (roll monthly) defa										Event Notes:-						
				Cost Each	Raining	Normal	Hot			City/Village Name:						
Sleeping in a field				Free	+5%	0%	+2%			Village repor:						
Sleeping in Stable floor				2C/night	+3%	0%	+1%			Main Characters:						
Sleeping in 1 basic room				1F/night	0%	0%	0%			Events:-						
Sleeping in an Inn (privat				2F/night	0%	0%	0%									
Sleeping in a Mansion				??	-1%	-1%	-1%									
Sleeping in a Castle/Pal				??	-2%	-2%	-2%									
Walking all day in Snow				N/A	2%											
Walking all day in Rain				N/A	5%											
Walking all day in Sun				N/A	0%											
Eating Rich				10F/week	-2%											
Eating Regualy				7F/week	0%											
Eating Spariningly				5F/week	+1%											
Eating on Rations (i.e Pr				??	+10%											
Starving				??	+20%											
General Notes:-				Event Notes:-												
				City/Village Name:												
				Village repor:												
				Main Characters:												
Events:-				Event Notes:-												
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