

## Business

Name:		
Proprietor:		
Value (GC):	Type:	Base Weekly Income (p):
Trade Skill:		Skill Percentage: %



## Weekly Income

	BASE WEEKLY INCOME (P)			
	POOR	COMMON	GOOD	BEST
<b>FARMER</b>	75	95	115	135
<b>INNKEEPER</b>	105	120	135	150
<b>SHOPKEEPER</b>	105	130	160	195
<b>CRAFTSMAN</b>	120	210	300	400
<b>SPECIALIST</b>	195	380	565	750

## Business Accounts

WEEK	INCOME (P)	DUES (P)	PROFIT (P)	PROFIT		
				GC	S	P
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30						
31						
32						
<b>Carried Forward</b>						

## Test Difficulties

DIFFICULTY	SKILL MODIFIER	EXAMPLE DEMAND	COMPETITION
<b>VERY EASY</b>	+30%	High	None
<b>EASY</b>	+20%	High	Some
<b>ROUTINE</b>	+10%	High/Moderate	Much/None
<b>AVERAGE</b>	No modifier	Moderate/Low	Some/None
<b>CHALLENGING</b>	-10%	Moderate/Low	Much/Some
<b>HARD</b>	-20%	Low/None	Much/None
<b>VERY HARD</b>	-30%	None	Some

## Trade Test Modifiers

TRADE TEST RESULT	PERCENTAGE MODIFIER
Made by 50% or more	x200% and increase business quality by two steps
Made by 40% to 49%	x150% and increase business quality by one step
Made by 30% to 39%	x130%
Made by 20% to 29%	x120%
Made by 10% to 19%	x110%
Made by 0% to 9%	x100%
Failed by 10% to 1%	x80%
Failed by 20% to 11%	x60%
Failed by 30% to 21%	x40% and decrease business quality by one step
Failed by 40% to 31%	x20% and decrease business quality by one step
Failed by 50% to 41%	x10% and decrease business quality by two steps
Failed by 51% or more	x0% and decrease business quality by two steps

## Business Accounts (Cont'd)

WEEK	INCOME (P)	DUES (P)	PROFIT (P)	PROFIT		
				GC	S	P
<b>Carried Over</b>						
33						
34						
35						
36						
37						
38						
39						
40						
41						
42						
43						
44						
45						
<b>TOTAL PROFIT</b>						