CULTISTS

cult name

patron deity

base = lifestyle

INTELLIGENCE

RECOVERY

LOGISTICS

DEFENCE

RELIGIOUSNESS

conversion ☐☐☐☐

authority ☐☐☐☐

zeal ☐☐☐☐

dogma ☐☐☐☐

FERVOUR

CURRENT LIFESTYLE

- ◇ **destitute (1)** | 1 c/day
- ◇ **poor (2)** | 1 s/day
- ◇ **comfortable (3)** | 1 g/day
- ◇ **rich (4)** | 5 g/day
- ◇ **wealthy (5)** | 25 g/day

total cost

COPPER ☐☐☐☐☐ ☐☐☐☐☐

SILVER ☐☐☐☐☐ ☐☐☐☐☐

GOLD ☐☐☐☐☐ ☐☐☐☐☐

G ×10 ☐☐☐☐☐ ☐☐☐☐☐

G ×100 ☐☐☐☐☐ ☐☐☐☐☐

CONTACTS

description & specialty | power

foe — friend

RIVAL

INFRASTRUCTURE

asset	effect	asset	effect

PROJECTS

find job — improve relationship

gain asset — upgrade asset

project — effect:

project — effect:

project — effect:

RECRUITS

asset	specialty / effect	cost	bonus