

| | Carousing | Mentorship | Friendship | Community Work |
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| 1 | Drunk and disorderly. Fined for bad behavior - roll all the d6s again, adding to the cost. | Learning the hard way. A random piece of your gear is broken. | Break up. Your friend is mad at you. Remove them from your list. | Trouble! Add a new Trouble to the town. |
| 2 | Drunken brawl: Lose a number of Max HP equal to character level. Regain then next session. | No progress made. Don't add a check to your mentee. | Hard on their luck. Roll 1d4 and give them that many coins to stay afloat. | Work out. Disadvantage on CON tests for the remainder of the session. |
| 3 | Fame: CHA tests have advantage for the remainder of the session. | You're Smart! INT tests have advantage for the remainder of the session. | Shared wisdom. WIS tests have advantage for the remainder of the session. | Vigorous Work: CON tests have advantage for the remainder of the session. |
| 4 | Revelry! Roll a d20, if it is higher than CHA, gain one point of CHAsy | Breachthrough. Roll a d20, if it is higher than INT, gain one point of INT | Insight. Roll a d20, if it is higher than WIS, gain one point of WIS | Stronger Now. Roll a d20, if it is higher than CON, gain one point of CON |
| 5 | Real Story: Alter a Background | Eureka. Add a second check for your mentee. | Windfall. A friend gives you two common items. | Thanks for the work. Gain 4d6 coin. |
| 6 | Secrets revealed: Gain another new Background. | Prodigy. They produce a random rare item for you. | Together you prevail. Remove a Town Trouble. | Real improvement. Add a new Town Improvement. |