

Stat Descriptions:

Stats:	Base:	1st:	2nd:	Total:	Description:
Defense:	19	+3	+3	25	Defensible, with at least one fortified town or castle. Roads and trails are present, and rivers or ports are likely.
Influence:	17	+5	+2	24	Maximum Lord's Status 4. A small minor house. Examples include House Mormont and House Westerling.
Lands:	30	+1		31	An area of land that includes several terrain features, islands, or large groups of islands, House Greyjoy for example.
Law:	31			31	You exert a great deal of control over your lands, and crime is uncommon.
Population:	43			43	Large population. You have a large number of people in your lands; many live in a large town or spread throughout a number of smaller towns.
Power:	30	+3		33	A trained force of soldiers, including cavalry and possibly ships. You may have the service of a banner house.
Wealth:	31			31	Prosperous. Your family has the funds to live in accordance with their station.

History:

Event:	Defense:	Influence:	Lands:	Law:	Population:	Power:	Wealth:
Base:	25	24	31	31	43	33	31
1st: Ascent		+3	+2			+2	+1
2nd: Infrastructure		+6					+2
3rd: Scandal		-5	-3			-6	
4th: Villain		+1		-6	-5	+4	
5th: Victory	+5	+1				+6	
6th: Scandal		-5	-2			-5	
Totals:	30	25	28	25	38	34	34

Final Resources:

Stats:	Total:	Description:
Defense:	30	Defensible, with at least one fortified town or castle. Roads and trails are present, and rivers or ports are likely.
Influence:	25	Maximum Lord's Status 4. A small minor house. Examples include House Mormont and House Westerling.
Lands:	28	An area of land that includes several terrain features, islands, or large groups of islands, House Greyjoy for example.
Law:	25	You exert a great deal of control over your lands, and crime is uncommon.
Population:	38	Large population. You have a large number of people in your lands; many live in a large town or spread throughout a number of smaller towns.
Power:	34	A trained force of soldiers, including cavalry and possibly ships. You may have the service of a banner house.
Wealth:	34	Prosperous. Your family has the funds to live in accordance with their station.

Holdings:

Stats:	Available:	Invested:	Holdings:
Defense:	30	30	Small Castle(30) [+6 Defense bonus to Units defending]
Influence:	25	10	Firstborn Daughter(10)
Lands:	28	28	House Seat Domain: Hills(7), Grasslands(1), Hamlet(10), River(3), Lake(7)
Law:	25	N/A	Fortune Mod(-2)
Population:	38	N/A	Fortune Mod(+3)
Power:	34	31	Trained Garrison x2(10), Trained Infantry(7), Trained Scouts(5), Trained Archers(6), Green Support x2(6)
Wealth:	34	30	Maester(10) [+3 Fortune], Mine(10) [+5 Fortune], Artisan: Castleforged weapons(10)

Fortune Mod:

Total Fortune Mod:	+9
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