

## ONE-LOT BUILDINGS



Alchemist



Bank



Barracks



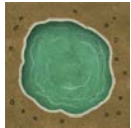
Black Market



Brewery



Caster's Tower



Cistern



Dance Hall



Dump



Exotic Artisan



Granary



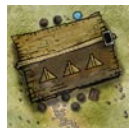
Graveyard



Herbalist



House



Inn



Jail



Library



Luxury Store



Magic Shop



Mansion



Mill



Mint



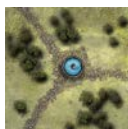
Monument



Observatory



Orphanage



Park



Pier



Shop



Shrine



Smithy



Stable



Tannery



Tavern



Tenement

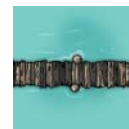
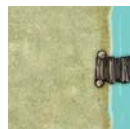
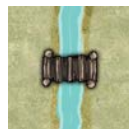


Trade Shop

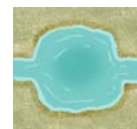
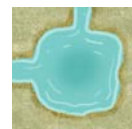
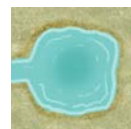


Watchtower

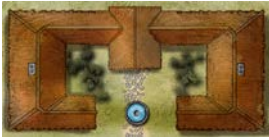
## BRIDGES



## WATERWAYS



## Two-Lot Buildings



Academy



Bardic College



Bureau



Foundry



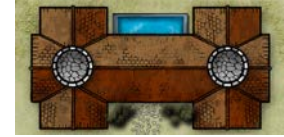
Garrison



Guildhall



Hospital



Magical Academy



Market



Military Academy



Monastery



Museum



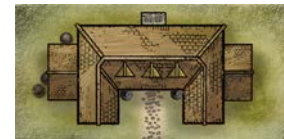
Noble Villa



Temple

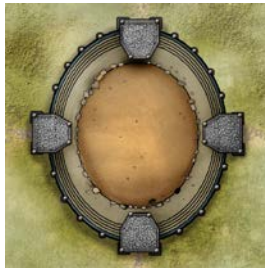


Theater



Town Hall

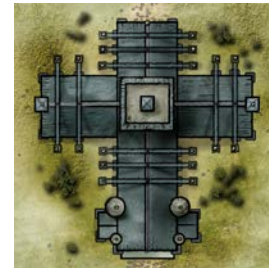
## Four-Lot Buildings



Arena



Castle



Cathedral



Foreign Quarter



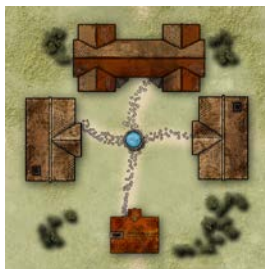
Menagerie



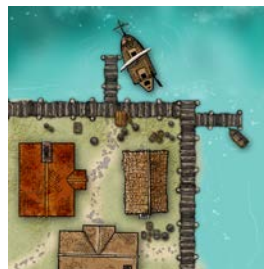
Palace



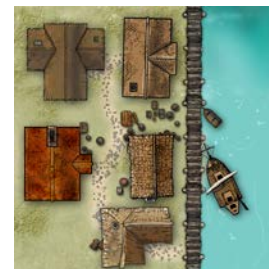
Stockyard



University



Waterfront



Waterfront





SETTLEMENT NAME \_\_\_\_\_

BASE VALUE \_\_\_\_\_

DEFENSE \_\_\_\_\_

POPULATION \_\_\_\_\_

FEATURES



Paved Streets



Sewer System

☐ Land ☐ Cliff ☐ Moat ☐ River ☐ Wall ☐ Water ☐ Other

<input type="checkbox"/> Land <input type="checkbox"/> Cliff <input type="checkbox"/> Moat <input type="checkbox"/> River <input type="checkbox"/> Wall <input type="checkbox"/> Water <input type="checkbox"/> Other		<input type="checkbox"/> Land <input type="checkbox"/> Cliff <input type="checkbox"/> Moat <input type="checkbox"/> River <input type="checkbox"/> Wall <input type="checkbox"/> Water <input type="checkbox"/> Other
<input type="checkbox"/> Land <input type="checkbox"/> Cliff <input type="checkbox"/> Moat <input type="checkbox"/> River <input type="checkbox"/> Wall <input type="checkbox"/> Water <input type="checkbox"/> Other		<input type="checkbox"/> Land <input type="checkbox"/> Cliff <input type="checkbox"/> Moat <input type="checkbox"/> River <input type="checkbox"/> Wall <input type="checkbox"/> Water <input type="checkbox"/> Other

## MAGIC ITEMS

POTIONS	SCROLLS	WONDEROUS ITEMS	OTHER
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

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# PATHFINDER<sup>®</sup>

## ROLEPLAYING GAME™

### KINGDOM SHEET

KINGDOM NAME \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

GOVERNMENT \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

POPULATION \_\_\_\_\_

SIZE \_\_\_\_\_

CONTROL DC \_\_\_\_\_

#### BONUSES

#### PENALTIES

	TOTAL	BUILDINGS	EDICTS	EVENTS	LEADERSHIP	RESOURCES	ALIGNMENT	SKILL	GOVERNMENT	EDICTS	UNREST	VACANCIES	OTHER
<b>ECONOMY</b>		=		+		+		+		+		-	
<b>LOYALTY</b>		=		+		+		+		-		-	
<b>STABILITY</b>		=		+		+		+		-		-	
<b>CORRUPTION</b>		=		+		+		+		-		-	
<b>CRIME</b>		=		+		+		+		-		-	
<b>LAW</b>		=		+		+		+		-		-	
<b>LORE</b>		=		+		+		+		-		-	
<b>PRODUCTIVITY</b>		=		+		+		+		-		-	
<b>SOCIETY</b>		=		+		+		+		-		-	

	TOTAL	BASE	LORE/10	SOCIETY/10	SIZE BONUS	BUILDINGS	EVENTS	OTHER	NOTES
<b>FAME</b>		=		+		+		+	
<b>INFAMY</b>		=		+		+		+	

#### ONGOING EVENTS

#### LEADERSHIP

LEADERSHIP ROLE	BONUS	ATTRIBUTE
RULER _____	+	ECONOMY, LOYALTY, STABILITY
RULER _____	+	ECONOMY, LOYALTY, STABILITY
CONSORT _____	+	LOYALTY
COUNCILOR _____	+	LOYALTY
GENERAL _____	+	STABILITY
GRAND DIPLOMAT _____	+	STABILITY
HEIR _____	+	LOYALTY
HIGH PRIEST _____	+	STABILITY
MAGISTER _____	+	ECONOMY
MARSHAL _____	+	ECONOMY
ROYAL ENFORCER _____	+	LOYALTY, -1 UNREST/UPKEEP
SPYMASTER _____	+	
TREASURER _____	+	ECONOMY
VICEROY _____	+	ECONOMY
WARDEN _____	+	LOYALTY

#### EDICTS

PROMOTION LEVEL \_\_\_\_\_

+ \_\_\_\_\_ STABILITY + \_\_\_\_\_ BP CONSUMPTION

TAXATION LEVEL \_\_\_\_\_

+ \_\_\_\_\_ ECONOMY - \_\_\_\_\_ LOYALTY

FESTIVALS PER YEAR \_\_\_\_\_

+ \_\_\_\_\_ LOYALTY + \_\_\_\_\_ BP CONSUMPTION

#### UNREST

PENALTY ON ALL CHECKS

#### CONSUMPTION

BP

SIZE	CITIES	EDICTS	FARMS	OTHER
	+	+	-	+

#### TREASURY

BP

#### TRADE ROUTES

DESTINATION	LENGTH (TRL)	ROUTE MODIFIER	LENGTH MODIFIER	TYPE	DC	CONTROL DC	CORRUPTION	ROUTE MODIFIER	LENGTH MODIFIER	PRODUCTIVITY
_____	_____	_____	_____	_____	_____	=	_____	+	_____	-
_____	_____	_____	_____	_____	_____	=	_____	+	_____	-
_____	_____	_____	_____	_____	_____	=	_____	+	_____	-
_____	_____	_____	_____	_____	_____	=	_____	+	_____	-