

ONE-LOT BUILDINGS



Alchemist



Bank



Barracks



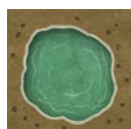
Black Market



Brewery



Caster's Tower



Cistern



Dance Hall



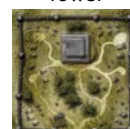
Dump



Exotic Artisan



Granary



Graveyard



Herbalist



House



Inn



Jail



Library



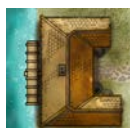
Luxury Store



Magic Shop



Mansion



Mill



Mint



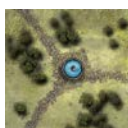
Monument



Observatory



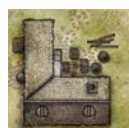
Orphanage



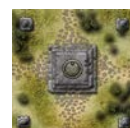
Park



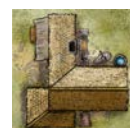
Pier



Shop



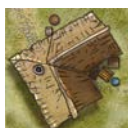
Shrine



Smithy



Stable



Tannery



Tavern



Tenement

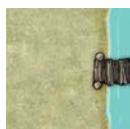
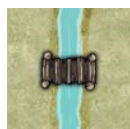


Trade Shop

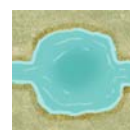
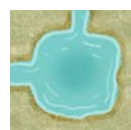
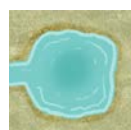


Watchtower

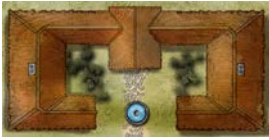
BRIDGES



WATERWAYS



Two-Lot BUILDINGS



Academy



Bardic College



Bureau



Foundry



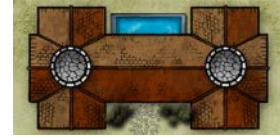
Garrison



Guildhall



Hospital



Magical Academy



Market



Military Academy



Monastery



Museum



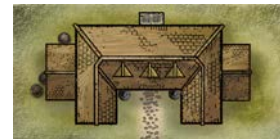
Noble Villa



Temple

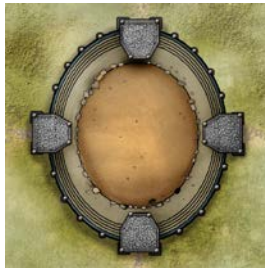


Theater



Town Hall

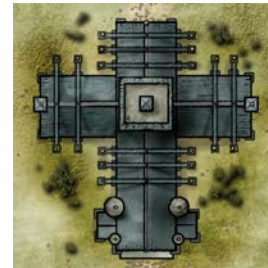
Four-Lot BUILDINGS



Arena



Castle



Cathedral



Foreign Quarter



Menagerie



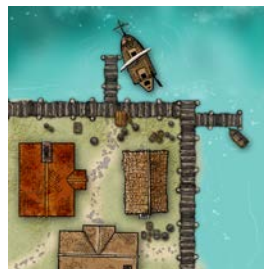
Palace



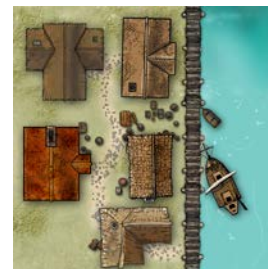
Stockyard



University



Waterfront



Waterfront



DISTRICT GRID

SETTLEMENT NAME _____

BASE VALUE _____

DEFENSE _____

POPULATION _____

FEATURES



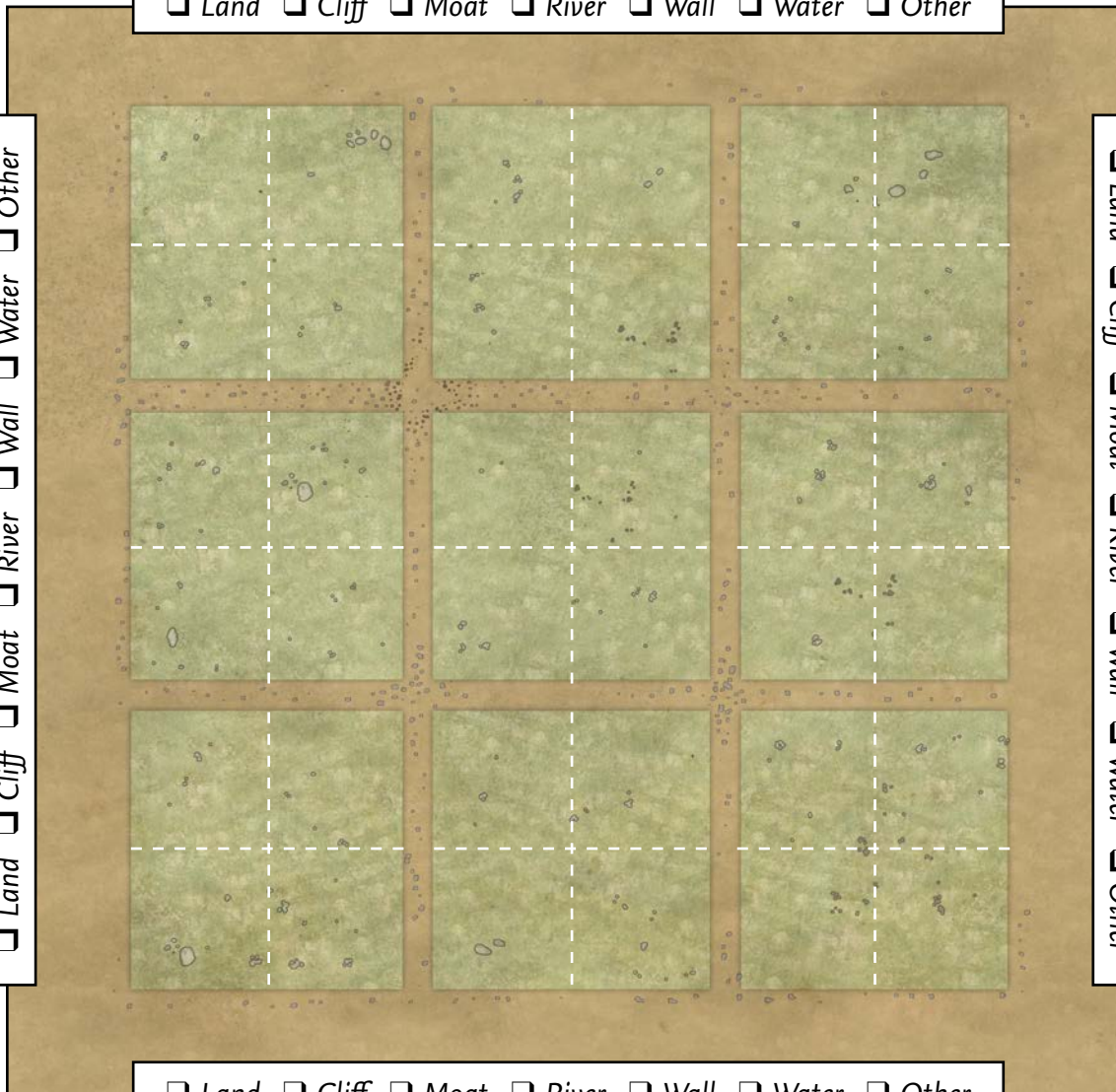
Paved Streets



Sewer System

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

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



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

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

MAGIC ITEMS

POTIONS

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

SCROLLS

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

WONDROUS ITEMS

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

OTHER

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

PATHFINDER[®]

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
ECONOMY		=		+		+		+		+		-	
LOYALTY		=		+		+		+		-		-	
STABILITY		=		+		+		+		-		-	
CORRUPTION		=		+		+		+		-		-	
CRIME		=		+		+		+		-		-	
LAW		=		+		+		+		-		-	
LORE		=		+		+		+		-		-	
PRODUCTIVITY		=		+		+		+		-		-	
SOCIETY		=		+		+		+		-		-	

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

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
_____	_____	_____	_____	_____	_____	=	_____	+	_____	-
_____	_____	_____	_____	_____	_____	=	_____	+	_____	-
_____	_____	_____	_____	_____	_____	=	_____	+	_____	-
_____	_____	_____	_____	_____	_____	=	_____	+	_____	-