

CAPITAL NAME

STEP 1: BASIC INFORMATION

Origin

Age

Size

MODIFIER NOTES:

1. When a result on a table gives you a modifier (such as "+1 to Visitor Traffic roll"), find that on your sheet, and write it in the attribute's appropriate "Modifiers" box.

2. A modifier will NEVER apply to a previous attribute.

Age modifies Population Density on page 3 of this character sheet. Make sure to put your modifier in there before continuing.

Optional: Population Capacity

Environment

Outside the Capital

Number of rolls:

Outside the Capital 1

Outside the Capital 2

Outside the Capital 3

Outside the Capital 4

Outside the Capital 5

Stewardship

General Condition

Modified by:

Stewardship

Fortification

As well as General Condition (which follows on this page), Stewardship modifies Population Wealth and Law Enforcement, which are found on page 3 of this character sheet.

Market Square

Modified by:

Priority

Merchant Overflow

"Banned" overflow modifies the law enforcement roll on page 3 of this character sheet. Make sure to put that in before continuing.

Fortification modifies the Disposition roll on page 3 of this character sheet. Make sure to put that in before continuing.

Vendor Stall Acquisition

Underground Passages

Notes

STEP 2: GOVERNMENT & HIGH SOCIETY

Leadership

Leadership Unity

Governing Priority

Priority Approach

Priority Success

Many Governing Priorities (though not all) provide some kind of modifier, such as adding to or changing a roll, or specifying what one of your districts will be. Be sure to note it before moving on.

LIFESTYLE & RESIDENCE

Multiple Leaders:
The Lifestyle & Residence tables refer to an individual in power. If you have multiple individuals who are in power (such as an oligarchy), roll on the tables for each of them. One exception could be "Residence" if you decided you wanted them all living in the same place.

LEADER'S NAME:

Lifestyle

Residence

Intent

LEADER'S NAME:

Lifestyle

Residence

Intent

LEADER'S NAME:

Lifestyle

Residence

Intent

Leader Sheet:
Depending on the place you're imagining, you may want a ton of leaders. In the book, and on our website, you can find a leader-sheet, which has spaces for more. You can print off as many of these as you need.

CONNECTIONS

Number of Connections:

These are intended to be general connections that the capital has to other nations, powers or other broad entities, not individuals.

Connection 1

Connection 2

Connection 3

Connection 4

INTRIGUE & ESPIONAGE

Spy Network Size

Infiltration Depth

Notes

Counterintelligence

Counterintelligence Watchfulness

STEP 2: GOVERNMENT & HIGH SOCIETY (CONT.)

NOTABLE VISITORS

Number of Visitors: _____

These are individuals who've come to the capital from somewhere else.

Visitor 1

Reason for visit

Visitor 2

Reason for visit

Visitor 3

Reason for visit

Visitor 4

Reason for visit

MILITARY

Military Force (Yes or No): _____ If "Yes," Standing or Disbanded? _____

Recruitment Type

Size of Force

Specialization

Military Facilities

NOBILITY

Type of Nobility

Number of
Primary Nobles

Relationship to the Leadership

Optional: Number
of Lesser Nobles

Relationship with the People

Root of Relationship with the People

Positive or Negative?

STEP 3: COMMUNITY

Culture

Pursuit of Culture

Population Density

Modified by:

Age

Demographics

Population Wealth

Modified by:

Stewardship

+ Type of Nobility
(wealth/possessions)

+ Root of Relationship to the
People (resources)

= Total Population
Wealth Modifier

STEP 3: COMMUNITY

Visitor Traffic

Disposition

Modified by:

Fortification

Night Activity

Modified by:

Population Density

Visitor Traffic

Law Enforcement

Modified by:

Stewardship

+

Merchant Overflow

+

Governing Priority

+

Leadership

=

Total Law Enforcement
Modifier

General Crime

Modified by:

Population Wealth

+

Leadership

+

Law Enforcement

=

Total Crime Modifier

Note Urban Encounter Modifier here.
Table found in Appendix B (p.###).

Organized Crime

STEP 4: DISTRICTS

Number of Districts: Size + roll =

Remember to double check your modifier to this roll from your Size result!

Note General Condition here:

Note General Crime here:

District Condition Modifier:

This modifier applies to ALL
district condition rolls.

District:

1

2

3

4

5

6

Type

Condition

Quality Mod.
Condition
Crime Mod.

Entry

Entry
Crime Mod.

Crime

Attributes that provide Automatic Districts (they still count toward your total number of districts)

Leadership (Merchant Monarch): One of your districts is a Merchant District
Leadership (Oligarchy): For one of your districts, choose a district that best fits your oligarchy (Arcane for mages, Temple for theocracy. Merchant or Market for merchants, etc)

Gov. Priority (Economic): One of your districts is a Market District.

Gov. Priority (Enlightenment): One of your districts is a Scholar District.

Gov. Priority (Industry & Innovation): One of your districts is an Industrial District.

Gov. Priority (Religious): One of your districts is an Industrial District.

Add Crime Modifiers from "District Condition" and "Entry" to your District Crime roll to find each district's crime level.

Housing

Noble Resid.

Notable Locs.

Quality Table Reference:

The location is of... [d12]:

1-4 = Poor Quality

5-10 = Good Quality

11-12 = Fine Quality

Hired Help Size Reference:

Hired help is... [d12]:

1-6 = an individual.

7-10 = a team.

11-12 = a guild.

Crime Degrees
(Worst > Best):

Dangerous > Frequent >
Common > Uncommon >
Infrequent

Magic Shop
Specializations [d6]:

1. Armor 4. Jewelry
2. Books 5. Weapons
3. Clothing 6. Misc.

District Urban
Encounter Modifiers:

Dangerous = +5
Frequent = +4
Common = +3
Uncommon = +2
Infrequent = +1

When rolling for urban encounters when party is in a district, use the modifier for the district, NOT the general urban encounter modifier.

Guilds:

All shops and services can be in guilds for their own type of business. (i.e. - Blacksmiths would be in a blacksmith's guild).

Roll a [d6] to see if they are in a guild:

1-4 = No

5-6 = Yes

The Yes range (5-6) increases by 1 (to a maximum of 2-6) for every existing guild member of that establishment's type in the *city.* (i.e. If two blacksmiths in the city were both in a guild together, the Yes range would be 3-6).

Number of Additional Locations
(ALL districts get this many additional locations)

We recommend handling your district locations in this order:
1. Roll up all locations. 2. Roll to see if they are in guilds. 3. Roll for notable location reasons.

DISTRICT 1: Type:

Included Locations

Guild?

Additional Locations

Guild?

Number of Notable Locations:

Notable Location Reasons

DISTRICT 2: Type:

Included Locations

Guild?

Additional Locations

Guild?

Number of Notable Locations:

Notable Location Reasons

DISTRICT 3: Type:

Included Locations

Guild?

Additional Locations

Guild?

Number of Notable Locations:

Notable Location Reasons

DISTRICT 4: Type:

Included Locations

Guild?

Additional Locations

Guild?

Number of Notable Locations:

Notable Location Reasons

DISTRICT 5: Type:

Included Locations

Guild?

Additional Locations

Guild?

Number of Notable Locations:

Notable Location Reasons

DISTRICT 6: Type:

Included Locations

Guild?

Additional Locations

Guild?

Number of Notable Locations:

Notable Location Reasons

EXTRA INTRIGUE

Recent History

Noteworthy Official/Competence

Beneath the Surface

Beneath the Surface - Awareness

Rumor(s)

Notes

The rumor table can be found in Appendix C: Rumors (p.##).