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
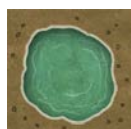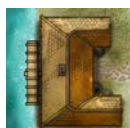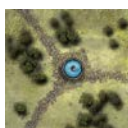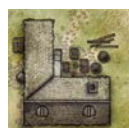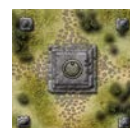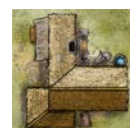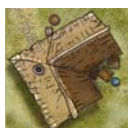
Bridges
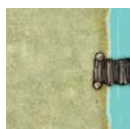
Waterways

Two-Lot Buildings

Academy

Bardic College

Bureau

Foundry

Garrison

Guildhall

Hospital
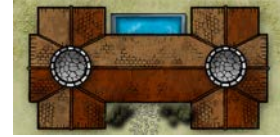
Magical Academy

Market

Military Academy
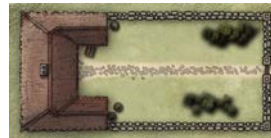
Monastery

Museum

Noble Villa

Temple

Theater
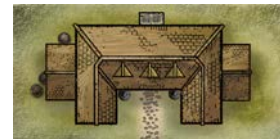
Town Hall

Four-Lot Buildings
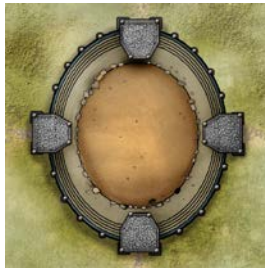
Arena

Castle
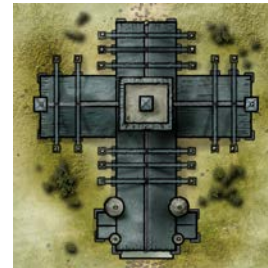
Cathedral

Foreign Quarter

Menagerie

Palace

Stockyard

University

Waterfront
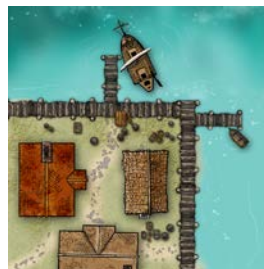
Waterfront
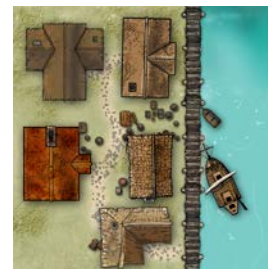
PATHFINDER
ROLEPLAYING GAME
District Grid

SETTLEMENT NAME _____

BASE VALUE _____ DEFENSE _____ POPULATION _____

FEATURES ❑ *Paved Streets* ❑ *Sewer System*

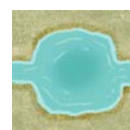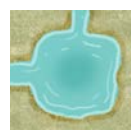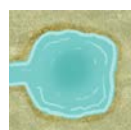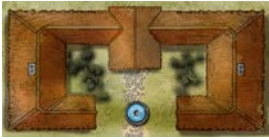❑ *Land* ❑ *Cliff* ❑ *Moat* ❑ *River* ❑ *Wall* ❑ *Water* ❑ *Other*

❑ *Land* ❑ *Cliff* ❑ *Moat* ❑ *River* ❑ *Wall* ❑ *Water* ❑ *Other*
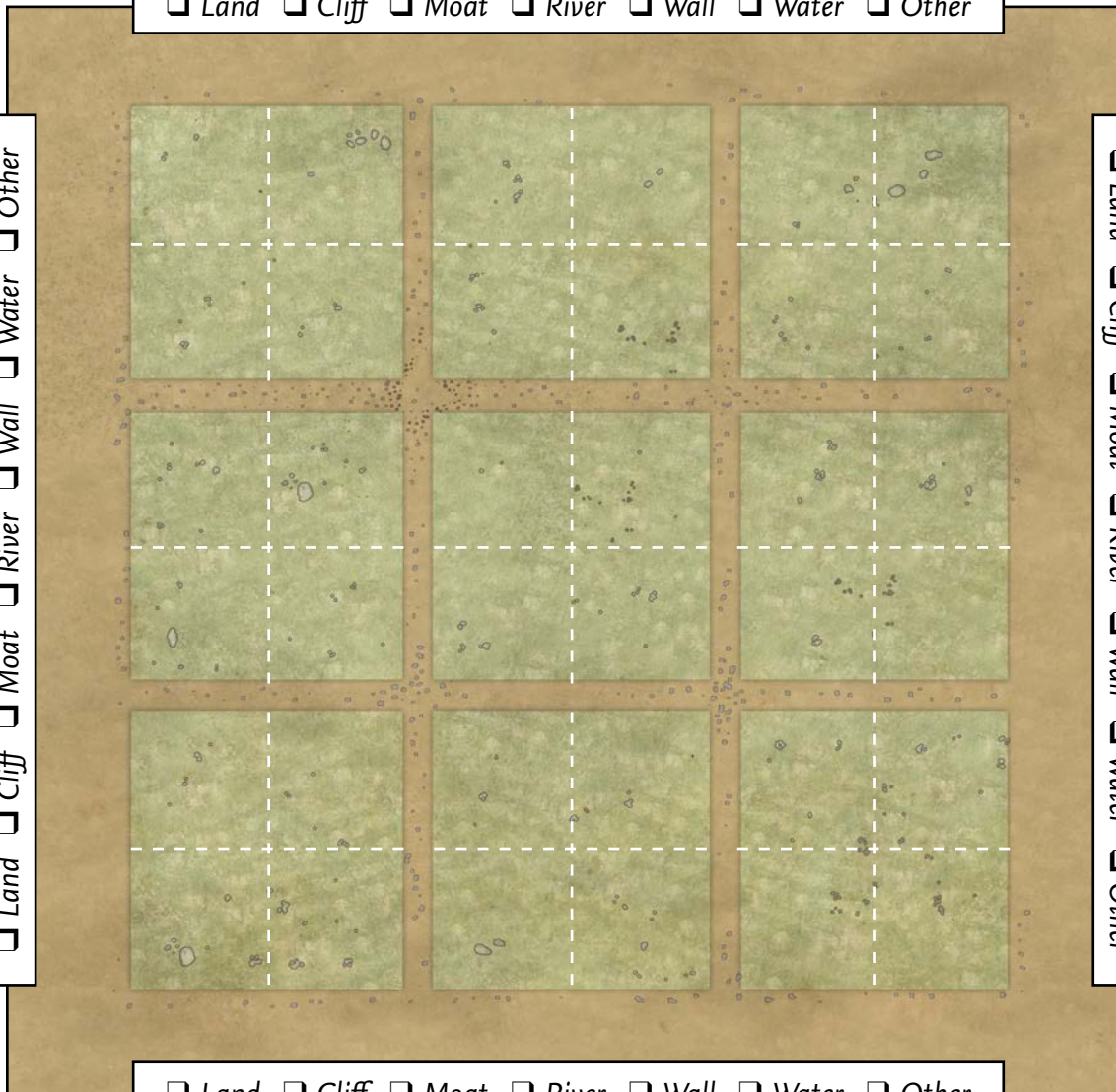
❑ *Land* ❑ *Cliff* ❑ *Moat* ❑ *River* ❑ *Wall* ❑ *Water* ❑ *Other*

❑ *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		=	+	+	+	+	+	+		

	Total		Base	Corruption/10	Crime/10	Size Bonus	Buildings	Events	Other	
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
						=	+	+	+	–
						=	+	+	+	–
						=	+	+	+	–
						=	+	+	+	–