

Characteristics _____ Score _____

Site _____
Access _____
Seclusion _____
Environment _____

Buildings _____
Size _____
Quality _____
Repair _____

Defenses _____
Site _____
Extent _____
Repair _____

Stores _____
Vis Supplies _____
Supplies _____
Reputation _____

Relations _____
Allies _____
Enemies _____
Contacts _____

Improvement _____
Income _____
Vis Supply _____
Inhabitants _____

Library _____
Spells _____
Hermetic Books _____
Mundane Books _____

Mystical Attributes _____
Supernatural Aura _____
Magical Items _____
Laboratories _____

Plus / Minus _____ / _____



_____ Spring Summer Autumn Winter

Covenant Symbol _____

Site:

Quality of Supplies: _____

Avg # of Travelers / week: _____

Distance (one way) Avg %

Environment / Unusual features:

Within the Covenant _____

Within half a day's journey _____

Within a day's journey _____

Within two day's journey _____

Within a week's journey _____

Buildings

Provides living space for:

Quality of Spaces

Repair of Spaces

Magi _____

Specialists _____

Grogs _____

Impressive Structures

Defenses

(Sketch Covenant, noting points spent on regular and elaborate defenses in the appropriate place.)

North _____

Extent _____

Repair _____

West _____

Extent _____

Repair _____

East _____

Extent _____

Repair _____

South _____

Extent _____

Repair _____

