

KINGDOM FLAG

PRIMARY WORSHIP GOD

CITY FLAG

CITY WATCH COLOURS

PRIMARY FORBIDDEN GOD

BASIC INFO

Population:	Climate:
Government:	Established:
Alignment:	Culture trait:
Type:	Demography:

DISTRICTS

Market	<input type="checkbox"/> Castle
Slum	<input type="checkbox"/>
Square	<input type="checkbox"/>
Noble	<input type="checkbox"/>
Dock	<input type="checkbox"/>
Residential	<input type="checkbox"/>

HISTORY

RECENT EVENTS

RELEVANT NPC SUMMARY

Head of Government:

Lawmaster:

Head of the Army:

Archmage:

Head Priest:

Guild Council Head:

Castle steward:

NOTABLE FACTIONS

RANDOM ENCOUNTERS NOTE

CITY TRAITS LEVELS

TECH	CRIME	MAGIC	TOLERANCE	MILITARY POWER	CORRUPTION
RULE OF LAW	POVERTY	WELFARE	RELIGION	EDUCATION	TRADE

POPULATION %

Humans:	Half-Elves:	Genasi:
Elves:	Drow:	Halflings:
Dwarves:	Goliath:	Tieflings:
Gnomes:	Tabaxi:	Dragonborns:
Half-Orc:	Lizardfolks:	Others:

CITY DETAILS

Import/Export:

Deities

Clothing

Magic

Language

Mannerism

Cuisine:

Transports:

Festivities:

Superstitions/Beliefs:

Education

Greetings

Leisure activities

Note

Calendar:

LIFE COST

Transports:			
Food:			
Drinks:			
Accommodation:			
Vehicle Accommodation:			
Eventually Taxes:			

RELEVANT SHOPS

Owner:
Notable Patrons:

Goods Summary:

Note:

Owner:
Notable Patrons:

Goods Summary:

Note:

Owner:
Notable Patrons:

Goods Summary:

Note:

RELEVANT NPCs SUMMARY

BASIC INFO

Corruption:
Crime:
People race:
Travel time:
Demography:

TEMPLES & OTHER RELEVANT BUILDINGS

BARRACKS

Captain:
District Law Influence:
Number of Soldiers:

RANDOM ENCOUNTERS

OTHERS SHOPS IN %

Blacksmith:	Bookshop:
Tavern/Inn:	Stable:
Leatherworker:	Armorer:
Jeweler:	Magic Shop:
Flower Shop:	Alchemist:
Restaurant:	

ACTIVE GUILDS & FACTIONS

NOBLE HOUSES

SHOPS

Owner:
Notable Patrons:
Gold Available: 100gp or 1d100
Goods Summary:

Note:

Owner:
Notable Patrons:
Goods Summary:

Note:

Owner:
Notable Patrons:
Goods Summary:

Note:

Owner:
Notable Patrons:
Goods Summary:

Note:

Owner:
Notable Patrons:
Goods Summary:

Note:

Owner:
Notable Patrons:
Goods Summary:

Note:

NPCs

Note

Post-it pin for further info

Nickname:
Lives in:
Alignment:
Faction/Guild:
Class & Lvl:
Can be found in:
Enemies:
Interests:
Secrets:
Possessions:

Brief History

What the NPC know

Post-it pin for further info

Nickname:
Lives in:
Alignment:
Faction/Guild:
Class & Lvl:
Can be found in:
Enemies:
Interests:
Secrets:
Possessions:

Brief History

What the NPC know

Post-it pin for further info

Nickname:
Lives in:
Alignment:
Faction/Guild:
Class & Lvl:
Can be found in:
Enemies:
Interests:
Secrets:
Possessions:

Brief History

What the NPC know

Post-it pin for further info

Nickname:
Lives in:
Alignment:
Faction/Guild:
Class & Lvl:
Can be found in:
Enemies:
Interests:
Secrets:
Possessions:

Brief History

What the NPC know

FACTIONS & GUILDS



Note:

Post-it pin for further info

Owner:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:

Members:



Note:

Post-it pin for further info

Owner:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:

Members:



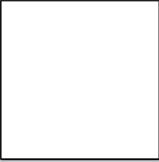
Note:

Post-it pin for further info

Owner:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:

Members:

NOBLE HOUSES



Note:

Post-it pin for further info

Leader:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:
Reputation:

Members:

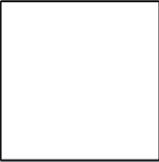


Note:

Post-it pin for further info

Leader:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:
Reputation:

Members:



Note:

Post-it pin for further info

Leader:
Alignment:
Type:
Headquarter:
Districts Influence:
Interests:
Reputation:

Members:

NOTE