<Settlement Name>

Settlement Type: _____
- Terrain: _____
- Government: _____
- Alignment: _____
- Technology Level: _____

Area (square miles): _____

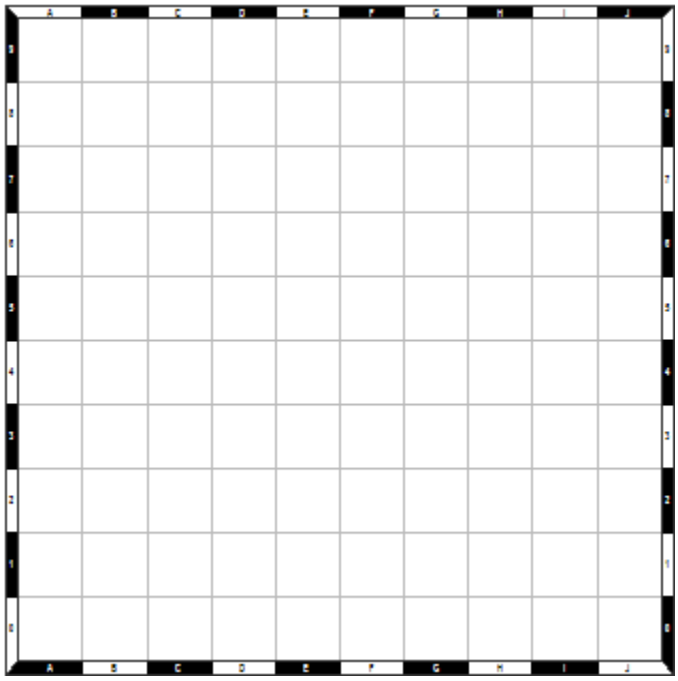
Population: _____
- Nobles: _____
- Officers: _____
- Clergy: _____
- Freeholders: _____
- Citizens (labourers): _____
- Hirelings: _____

Racial Types
- Primary Race (%): _____
- Secondary Race (%): _____
- Tertiary Race (%): _____
- Other (%): _____

Buildings
- Ruling House: _____
- Mansions: _____
- Churches: _____
- Businesses: _____
- Municipal: _____
- Residential: _____

Commerce
- Limit ($): _____
- Resources: _____

Leadership
- Ruler: _____
- Relatives: _____
- Servants/Guard: _____



1 square equals 0.1 miles (total area: 1 square mile)

Officers
- Law Enforcement: _____
- Reeve: _____
- Messor: _____
- Woodsman: _____
- Constable: _____
- Watch: _____
- Administrators: _____

Clergy
- Clerics: _____
- Priests: _____

Prominent NPCs

Name	Role	Skill/Race/Class (Size/sex/Type)	AL	Key Location

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Settlement Key

No.	Grid Ref.	Name	Notes
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			
19.			
20.			
21.			
22.			
23.			
24.			
25.			

Power Groups

Name	Headquarters	Mission	AL	Notes

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