



Name der Siedlung

Gesinnung

Regierungsform

## Siedlungsbogen

Größe der Siedlung

Religion

Land / Region

Kampagne

### Gesellschaft

Modifikator auf alle Verkleidenwürfe und auf Diplomatiewürfe um die Einstellung von Zivilisten zu ändern.

### Gesetz

Modifikator auf Einschüchtern um die Einstellung zu ändern und auf Diplomatie gegenüber Stadtverwaltung/Wachen

### Korruption

Modifikator auf Bluffen gegen Wachen/Offizielle und auf Heimlichkeit im Freien (aber nicht in Gebäuden/Kanalisation)

### Verbrechen

Modifikator bei Motiv erkennen gegen Bluffenwürfe und auf Fingerfertigkeit (Taschendiebstahl)

### Wirtschaft

Modifikator auf alle Berufs-, Handwerks und Auftretenwürfe um Geld zu verdienen

### Wissen

Modifikator auf Diplomatie um Informationen zu sammeln und auf Wissenswürfe aller Art

### Bevölkerung

Komplette Bevölkerung

RASSE

%

### Marktplatz

Verfügbarkeit Kaufkraft Zauberei

### Eigenschaften

### Makel

Gefahrenwert

### Begegnungstabelle

%

Begegnung

HG

### Wichtige NSC

Name

Gesinnung

Geschlecht

Klasse

Ort

Fertigkeiten

verbündet mit

Kampf

verfeindet mit

Kontaktierung

Informationen/Plot

Name

Gesinnung

Geschlecht

Klasse

Ort

Fertigkeiten

verbündet mit

Kampf

verfeindet mit

Kontaktierung

Informationen/Plot

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