

Town Name			Level	Reaction	Influence	Total GP Spent	
Current Month						This Month	
Notes							
Food		Herbs	Lumber	Ore	Stone	Special	Henchmen
Level	Hex Population	Buildings and/or Professions			Required Resources	Specialists and NPCs	Total GP Required
1	100	10 Lackies/Limners/Porters/Torchbearers (rabble)			Nothing		70 + clear hex
2	300	Fletcher (bolts or arrows), Tailor (cloth), Jeweler (gems), Blacksmith (metal gear), Carpenter (wooden gear), Tavern (bandit, goon)					720
3	600	Herbalist (rare herbs, antivenom), Leatherworker (leather/hide), weaponsmith (simple), Merchant (art objects, trade), Teamster (wagons), Inn					1760
4	1500	Barber Surgeon (healing salves, healing potions), Weaponsmith (martial), Horse Trader (horses)			Food and one of Lumber or Stone		3115
5	2500	Armoursmith (chain, scale), Priest (sanctified incense), Hunter/Scout, Warrior's Guild (exploits, town guards)					4795
6	4000	Alchemist (arcane reagents), Sage, Thieves' Guild, Healer (heal rituals)					6795
7	6000	Weaponsmith (exotic), Armoursmith (plate), Spy Guild, Druid (nature rituals), Noble House (noble)			2 Food, 1 of everything else		10395
8	8000	Bank (gold), Cultists, Temple (religion rituals, prayers)					15595
9	10000	Assassin's Guild					22395
10	12000	Wizard's Guild (arcane rituals, spells)					30795

Reactions: 3d6 + Cha Mod

Extremely hostile	-6
Hostile	-4
Uncertain	+0
Interested	+1
Friendly	+2
Town's tier band > threat's	+0
Town's tier band < threat's	+1 per difference
In-town threat defeated	+3
Nearby threat defeated	+2
Distant threat defeated	+1
Carousing	+1 per instance
Liturgy of unaffiliated god	+1 per liturgy
Liturgy of affiliated god	+2 per liturgy
Rite performed	-1 per rite
Spell prepared	-1 per spell
Pact obligation	-1 per act
GP or ritual components spent	+1 per treasure parcel
Social conflict	+/-1 based on outcome
Violent assault	-1 per act
Maiming	-2 per act
Murder	-4 per act
No Tax	+0
Moderate Tax	-2
High Tax	-6

Influence: 3d6 + Cha Mod

No respect	-6
Disrespectful	-4
Self-interested	+0
Respectful	+1
Loyal	+2
PC's tier band > leader's tier band	+1 per difference
PC's tier band < leader's tier band	-1 per difference
< 1 day in town	-6
< 1 week	-4
1 week to 2 weeks	+0
2 week to 3 weeks	+1
> 3 weeks	+2
Successful threat of force	+1
Unsuccessful threat of force	-2
Public display of force	+2
Martial victory	+2
Martial loss	-4
Per 750 XP of PC's men-at-arms	+1
Strong existing leadership	-4
Established	-2
Tenuous	+0
None	-1
Per 750 XP of town's men-at-arms	-1
Social conflict	+/-1 based on outcome

Taxation

None	No tax collected
Moderate	Treasure parcel of town's level
High	2 treasure parcels
Influence & Taxes	
No respect	Taxes = theft
Disrespectful	As above
Self-Interested	25% of normal; outside of purview
Respectful	50% of normal
Loyal	100% of normal

Notes

Number of buildings and professions	1 when building or profession's level is reached; +1 per level after (+10 for manual labourers)
Economic loss	Settlement loses level in accordance with buildings destroyed, population killed, or GP loss
Specialists	Select one from any building or profession listed up to the town's level +4, or 750 XP of men-at-arms

3d6 Roll + Charisma Modifier	Reaction	Successes
4 or less	Extremely hostile, no dialogue possible	--
5-8	Hostile, possible attack	8
9-12	Uncertain, cautious, and wary	6
13-16	Interested in dialogue	4
17+	Looking to make friends	2

3d6 Roll + Charisma Modifier	Influence	Successes
4 or less	No respect, will not listen to PCs	--
5-8	Disrespectful, requires great payment	8
9-12	Self-interested, requires payment	6
13-16	Respectful, will take minor risks	4
17+	Loyal, will take risks for PCs	2