Pathfinder Roleplaying Game
Town Roster

NAME | ALIGNMENT | GOVERNMENT

SIZE | RELIGION | COUNTRY | CAMPAIGN

COR CORRUPTION		Bluff checks vs. city officials or guards. Stealth checks made while outside.
CRI CRIME		Sence Motive vs. Bluff. Sleight of Hand checks for pickpocketing.
ECO ECONOMY		Craft, Perform, and Profession checks made to generate income.
LAW		Intimidate checks made to force opponent to act friendly. Diplomacy checks to call guards.
LORE		Diplomacy checks to gather information. Knowledge checks made to do research.
SOC SOCIETY		Disguise checks. Diplomacy checks made to alter the attitude of civilians.

QUALITIES

DISADVANTAGES

POPULATION

TOTAL POPULATION

RACE	AMOUNT

DANGER SCORE

RANDOM ENCOUNTER TABLE

%	ENCOUNTER	CR

MARKETPLACE

BASE VALUE	PURCHASE LIMIT	SPELLCASTING

MINOR ITEMS	MEDIUM ITEMS	MAJOR ITEMS

COMMON SERVICES AND ITEMS

ITEM/SERVICE/SPELL	PRICE	%D

NOTABLE NPC'S

NPC

NAME/TITLE | ALIGN. | GENDER | RACE | CLASS

LOCATION | KEY SKILLS

AFFILIATED WITH | COMBAT

IN CONFLICT WITH | HOW TO CONTACT

INFORMATION/PLOT

NOTES/DESCRIPTION

NPC

NAME/TITLE | ALIGN. | GENDER | RACE | CLASS

LOCATION | KEY SKILLS

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MAP

APPEARANCE / DESCRIPTION