

Stronghold Sheet

Trespasser

ATTRIBUTES

	SCORE	MOD	SKILLED
MILITARY			
EFFICIENCY			
RESOURCES			
EXPERTISE			
ALLEGIANCE			
APPEAL			

SKILLS

AGRICULTURE		HOSPITALITY	
CONSTRUCTION		RESEARCH	
COMMERCE		SEAFARING	
CUISINE		STATECRAFT	
ENTERTAINMENT		TACTICS, FIELD	
ESPIONAGE		TACTICS, NAVAL	
FAITH		TACTICS, SIEGE	

POPULATION RANK

ONCE PER MONTH, MAKE AN APPEAL (HOSPITALITY) CHECK VS. 15.
GAIN +2 RANKS ON SUCCESS OR +1 RANK ON FAILURE.

RANK	~POP	RANK	~POP	RANK	~POP
◇1	20	◇11	220	◇21	1650
◇2	30	◇12	270	◇22	2000
◇3	40	◇13	330	◇23	2500
◇4	55	◇14	400	◇24	3000
◇5	70	◇15	500	◇25	3300
◇6	80	◇16	600	◇26	3600
◇7	100	◇17	750	◇27	4000
◇8	120	◇18	900	◇28	4500
◇9	150	◇19	1100	◇29	5000
◇10	180	◇20	1350	◇30	5500

BASIC INFO

NAME _____ ALLIES _____
 LEADERSHIP _____ ENEMIES _____
 LOCATION _____

INVESTMENT

STRONGHOLD LEVEL		CONCURRENT PROJECT LIMIT	ADVENTURER	CP INVESTED
				
SKILL BONUS		POTENCY DIE		
				

FEATURES

PROJECTS

ONCE PER MONTH, MAKE AN EFFICIENCY (CONSTRUCTION) CHECK VS. 15 FOR EACH PROJECT. GAIN +2 RANKS ON SUCCESS OR +1 RANK ON FAILURE.

[illegible]

ARRIVALS