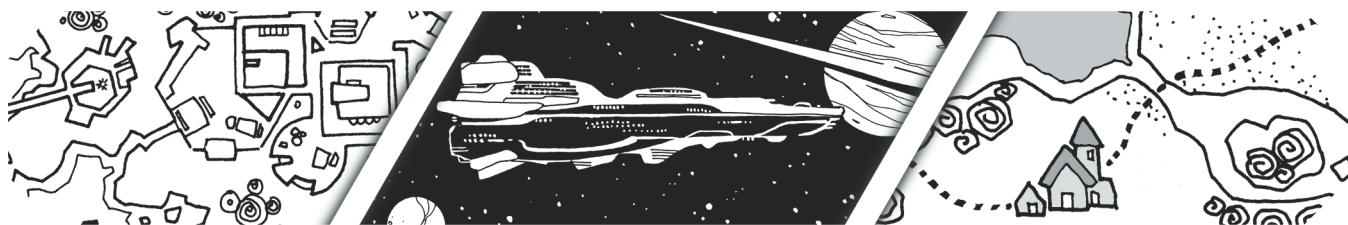


GURPS[®]

Fourth Edition

REALM MANAGEMENT[™]



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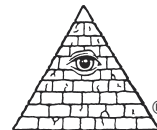
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It is not what we have that will make us a great nation; it is the way in which we use it.

– Theodore Roosevelt

INTRODUCTION

GURPS already has rules for describing cities as adventuring locations (*GURPS City Stats*), and for organizations and how they relate to adventurers (*GURPS Boardroom and Curia*) – but what about for *ruling* a kingdom? Give the game’s propensity for realism, gameability, and adaptability, that shouldn’t be *too* hard . . . with the right rules. *GURPS Realm Management* provides such a system, with mechanics for running a realm, tables for disruptions and windfalls, new uses for skills, and much more.

It should be noted that this supplement estimates the statistics of certain modern-day polities to the best of the author’s ability, as a way to help readers visualize fictional or historical realms. No offense is meant in pursuit of this goal!

MY OWN KINGDOM BY MY OWN HAND

Though this supplement presents a kind of a mini-game that one could, if so inclined, use to run simulations of kingdoms and nations, that isn’t what it’s for! It’s meant for campaigns that emulate certain types of fiction and pop culture, and shouldn’t be trotted out as yet another thing on the players’ “to do” list. The easiest campaigns into which to insert this material are those centered on nation building and growth – but the PCs might run kingdoms between adventures in *GURPS Dungeon Fantasy*, build post-apocalyptic settlements in *GURPS After the End*, and so on. In short, as

with *GURPS Mass Combat*, think carefully about whether the added complication improves the entire campaign or merely fits the interests of a player or two.

PUBLICATION HISTORY

The system in *GURPS Realm Management* is the first of its kind, though it borrows heavily from concepts found in *GURPS Boardroom and Curia*, *GURPS City Stats*, and *GURPS Space*. *GURPS Mass Combat* is required to run large-scale battles, and this supplement references it frequently.

ABOUT THE AUTHOR

Christopher R. Rice has been published in *Pyramid* multiple times (including its newest iteration). He’s also authored, co-authored, or contributed to eight *GURPS* supplements (and counting!) on a range of subjects. While Christopher doesn’t have a kingdom to rule, he does like to write about such things. Of course, if he’s not writing about *GURPS*, he’s blogging about it. Visit his site, “Ravens N’ Pennies” (www.ravenspennies.com), for more *GURPS* goodies.

He wishes to thank L.A., for being the wonderful, amazing, inspiring woman that she is – not every man gets his muse personified in the flesh! He also wishes to thank his gaming group, the Headhunters, for alpha testing this system; his family (especially his mother); Elizabeth “Archangel Beth” McCoy, his Sith Editrix mentor; Trevor Sone; and Euan Hastie, John Dallman, and Michele Armellini.

ABOUT GURPS

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Store Finder (storefinder.sjgames.com): Discover nearby places to buy *GURPS* items and other Steve Jackson Games products. Local shops are great places to play our games and meet fellow gamers!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We’ve added them to many *GURPS* book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for *GURPS* releases are available at sjgames.com/errata/gurps.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

BUILDING A REALM

Most *GURPS* campaigns avoid putting the PCs in charge of kingdoms, nations, or empires – or limit such lofty (and bureaucratic) heights to *retired* adventurers. *GURPS Realm Management* enables GMs to continue with new challenges for rulers, or even to start campaigns *based* on high-stakes political negotiations – or outright conquest.

But first, a word of caution: *Realm Management* is *not* a “bean counting” system. It emulates running a kingdom in much the same sense that *GURPS Mass Combat* simulates running a battle or *GURPS Boardroom and Curia* describes an organization.

It does this by first creating the *realm* (kingdom, empire, duchy, etc.) to be managed. Optionally, for an increase in

Realm Value (pp. 29-30), the creator can purchase *realm enhancements* (pp. 24-26). These qualities should reflect the realm’s geography or climate in some way. This doesn’t require a map, but it’s useful at least to sketch out the local area and its borders with neighboring realms. Realms may also have *realm limitations* (pp. 26-28) that hamper them in some way. “Realm enhancements” and “realm limitations” are usually referred to as “enhancements” or “limitations” in this work, save where the full terms make matters clearer.

Each realm also has a number of other traits (Resource Points, technology level, etc.) that define how it relates to the surrounding campaign world.

DESIGNING THE REALM

A “realm” is the entire area that a particular person or group rules. A small city-state that includes the actual township and its surrounding lands is a realm . . . as is an entire nation, or even an empire. The realm’s size – its *Realm Size Value* on

the *Realm Size Table* (below) – is determined by roughly how much area the realm occupies in square miles. Start with the “Typical Realm Size Value” listed on the table below for the value closest to the desired area, and then adjust it.

Realm Size Table

Typical Area	Area Knowledge Class	Typical Realm Size Value	Examples (with adjusted values)	Notes
All inhabited solar systems in a galaxy	Galaxy	+36	Milky Way Galaxy	[1]
100 planets	Interplanetary State	+30	United Federation of Planets	[1]
50 million square miles	Planet	+24	Earth (land area; +24); Mars (+24); Moon (+22); Krypton (+23)	[2]
500,000 square miles	Large Nation	+18	Russia (+21); United States (+21); France (+17); Ghana (+16)	[3]
5,000 square miles	Barony, County, Duchy, or Small Nation	+12	South Korea (+15); Denmark (+14); Jamaica (+12); Luxembourg (+10)	[3]
50 square miles	City-State, Micro-State, or Tribal Land	+6	Hong Kong (+9); Singapore (+8); Liechtenstein (+6)	[3]
0.5 square mile or smaller	Village and Surrounding Lands	0	Monaco (+1); Vatican City (-1); medieval knight’s fief	[3]

Notes

[1] Realm Size Value for the whole galaxy, or the whole of inhabited space, depends on the number of inhabited planets and their total effective land area, and could be *much* larger than the table suggests! The same applies to a large interstellar state that isn’t the whole of inhabited space.

[2] The Earth’s total area is about 200 million square miles, but only the land is densely habitable for humans.

[3] Typical width (diameter) for a roughly circular realm: 800 miles for a large nation; 80 miles for a small nation; 8 miles for a city-state; 0.8 miles for a village and surrounds.

The table divides realms into types broadly corresponding to the area classes for the Area Knowledge skill (pp. B176-177), although the names are modified in some cases. Increase or decrease the typical Realm Size Value for comparatively large or small realms; for instance, a “large nation” has a Realm Size Value of +18, but the United States (about 3.8 million square miles) has +3,

for +21, while Ghana (about 92,000 square miles) has -2, for +16.

Usually, the upper and lower limits for the area of a given Area Knowledge class are 10× larger or smaller than the typical size, but exceptions can be made for realms of basically different types; e.g., Russia is treated as a large nation, not a small planet, even though its area is about 6.6 million square miles.

GLOSSARY

Agriculture Points: Total number of *Resource Points* representing surplus food, medicine, fuel, and so on.

Carrying Capacity: Average maximum number of people that can live within a certain number of square miles.

Citizen Loyalty: Measure of the average devotion that an inhabitant of the realm shows its government and their leaders.

Conformity Rating (ConR): Rates how closely connected the ideals of the realm’s people and government are.

Control Rating (CR): Rates how heavily taxed and controlled substances, acts, or items are in the realm.

cultural traits: Traits common among the realm’s people. Separate from *realm inhabitant racial traits* – the realm may have one, both, or neither.

disruption: Event with a negative effect on the realm.

dissolution: When the realm loses cohesion and no longer acts in a unified fashion – i.e., its “death.”

economy type: How the realm interacts with goods and services distribution; see p. 20-22.

Education Rating (ER): Rates the general education of the realm’s citizens.

government type: System that rules over the realm. Can vary greatly; see p. 14-20.

Habitability: Measure of how forgiving the realm’s land is. The lower Habitability, the harsher the realm’s lands are for its inhabitants.

Infrastructure Rating (IR): Rates the realm’s transportation and communication capacities.

inhabitants’ Status: Range of Status levels of the realm’s inhabitants, including its rulers.

inhabitants’ Wealth: Range of Wealth levels of the realm’s inhabitants, including its rulers.

Luxury/Precious Goods Points: Total number of *Resource Points* representing pearls, spices, and the like.

Management Skill: Overall skill of those in charge when it comes to running the realm.

maneuver: One of the actions on pp. 34-37. Realms perform one or more actions per *turn*, and may also be “aggressive,” “conservative,” or “wary.”

Military Resources (MR): Amount of money the realm gets to spend on more military units or to sustain those it already has.

Natural Resources Points: Total number of *Resource Points* representing forests, mines, wild edibles, etc.

Openness Rating (OR): Rates how welcoming the realm’s people and government are to outsiders.

population: Total number of people in the realm, including its workers and their dependents.

Reaction-Time Modifier (RTM): Rates how fast the realm reacts to a given situation.

realm enhancement: Trait that give the realm as a whole positive or beneficial effects.

realm inhabitant racial traits: Racial template of the beings living within the realm.

realm limitation: Trait that give the realm as a whole negative or adverse effects.

Realm Size Value: Number used to determine the realm’s *population*, area, etc.

Realm Value: Realm’s total cost. Based on its *population* and then modified by the costs of *cultural traits*, *realm enhancements*, *realm inhabitant racial traits*, and *realm limitations*. The costs of military units and starting *Resource Points* are added after this.

Resource Points (RP): Assets the realm can bring to bear to accomplish things. Lose too many and you might lose the realm! Some points (*Agriculture Points* and *Natural Resources Points*) can be spent to stave off famines, others (e.g., *Workforce Points*) can be spent voluntarily to fuel maneuvers when using *the Wheel*, and yet others (e.g., *Luxury/Precious Goods Points*) mostly represent alternative wealth.

Revenue: Amount of money the realm receives every *turn*. This is extra money left over after paying all needed costs, and can be spent on other projects as the realm’s controller decides.

revolution: The realm’s populace revolting, possibly changing *economy type* and/or *government type*. Other changes are possible, at the GM’s discretion (e.g., the loss of public schools might cause a drop in the realm’s *Education Rating*).

Social Resonance: How other realms and characters perceive the realm as a whole. High Social Resonance produces a realm that’s well-liked by outsiders; low Social Resonance produces one that’s disliked or even hated.

Starting Revenue: Realm’s “savings” when it starts a given game. Fluctuates after game play begins.

technology level (TL): As explained on p. B511.

turn: A month where realms interact with one another to trade, rattle sabers, etc.

Wheel, the: “Combat” system that allows realms to interact with one another.

windfall: Event that provides a positive benefit to the realm.

Workforce Points: Total number of *Resource Points* representing the realm’s excess labor pool.

When Negotiate is used against a realm's own citizens, persistent bonuses or penalties to Citizen Loyalty endure until something else – scandals, famines, successful or failed military actions, etc. – modifies Loyalty. The effect of victory by 1-4 is persistent but *not* cumulative; raising Loyalty to “Excellent” takes multiple *serious* victories. No similar condition applies to losses of any size, and if Loyalty falls far enough – even temporarily – the realm's government is in trouble! (Maybe the PCs can find a way to delay revolution until the government corrects its misstep? Or perhaps they can lead the rebels through the front gates . . .)

The Wheel and GURPS Boardroom and Curia

The Wheel can be used when organizations “battle” one another as well as when realms duke it out. This is intentional! **Boardroom and Curia** was a major inspiration for **Realm Management**. Use the same rules, making modifications and altering justifications wherever necessary. For example, an organization might Allocate Resources for a project, or use Bluff when negotiating with another organization. The *Disruptions Table* (pp. 38-41) and *Windfalls Table* (pp. 41-45) can be repurposed, too! For instance, if *Blackmail Acquired* (p. 42) arises in the context of corporations, the GM might rule that a CEO is compromised by someone with the goods on them.

PLAN

Resource Cost: 1 Workforce Point.

Required Skill Rolls: Administration, Intelligence Analysis, Management Skill, Strategy, or Tactics.

This maneuver allows a realm to study a situation, evaluate its goals, and map out its future actions. It gives +2 on rolls for *one particular maneuver against a specific realm or for a specific purpose*. A realm can take multiple, successive Plan maneuvers. Each additional maneuver grants a further +1 to rolls for the final action, to a maximum of +6 after five turns. For example, if a realm took three turns to Plan a new mine, they'd have +4 on rolls for a Gather/Extract maneuver to get Resource Points from it.

RECONNOITER

Resource Cost: 1 Workforce Point.

Required Skill Rolls: Intelligence Analysis, Management Skill, Strategy, or Tactics.

Similar to Plan (above) – but instead of granting a skill bonus, a successful Reconnoiter maneuver reduces the next maneuver's required Workforce Points by one per four points of margin of success (minimum one fewer Workforce Points).

Reconnoiter can also be used for reconnaissance of an enemy's forces before a battle. Success gives the basic information in *Initial Intelligence* (**GURPS Mass Combat**, p. 30) without the opposing side getting the same information – i.e., you learn their general numbers without revealing yours – and if the other side didn't succeed at Reconnoiter

as well, their commander has -1 to their first Strategy roll in the ensuing conflict. Critical success provides the *exact* numbers of elements on the other side. Failure results in a bungled mission; lower the target realm's reaction to the spies' realm by one step (e.g., “Neutral” becomes “Poor” or “Poor” becomes “Bad”). Critical failure means the spies or recon forces were captured; the opposition might trade them back for concessions, or just keep them in prison (where they may be subject to interrogation, mind reading, etc.). Immediately make a reaction roll at -4 to determine the opposing realm's new reaction to the spying realm, with the best possible result being one step worse than the previous reaction – you can't get a *better* reaction after being caught spying (even cultures that value sneakiness won't be impressed by operatives who get caught!).

Finally, Reconnoiter can be used to discover what resources a rival realm has. This requires *winning* a Quick Contest, with each realm using the best relevant skill.

SABOTAGE

Resource Cost: 2 Workforce Points.

Required Skill Rolls: Administration, Management Skill, or a skill appropriate to the exploit; e.g., Computer Hacking or Computer Programming to sabotage a government's computer systems.

This maneuver has a wide range of manifestations, from physical sabotage of another realm's infrastructure or military vehicles, to political or cultural attacks that disrupt their society, such as sabotaging their election system or financial records (e.g., who has or hasn't paid their taxes this year). Purely *social* sabotage is usually better represented by Bluff (p. 33) or Threaten (below), but the GM could require Sabotage for something esoteric like attacking a realm's religious institutions, inserting misinformation into their educational materials (“The Seventh Fleet was a *valued ally* of the Ring Colony until the Colony's second mayor betrayed them.”), or arranging falsified studies (“In low doses, lead is a healthy dietary supplement.”).

Roll a Quick Contest, with the sabotaging realm using the required skill, and their target using the highest of Administration, Management Skill, Propaganda, or the skill the saboteur used. Victory for the saboteur causes one of two effects: the target realm's rolls for their next maneuver suffer -1 per *two* points of victory, *or* the target's resources are impaired, costing them one Resource Point of the saboteur's choice per *five* points of victory *or* one random Resource Point per *three* points of victory. Which effect applies is up to the GM, who should consult with the players for PC-controlled realms. Loss means a bungled mission; lower the target realm's reaction to the sabotaging realm by one step per two *full* points of loss.

THREATEN

Resource Cost: 1 Workforce Point.

Required Skill Rolls: Intimidation or Management Skill.

This maneuver represents “saber rattling” by one realm against one or more others. Roll a Quick Contest of the threatening realm's skill vs. (12 + Citizen Loyalty modifier) for the other realm(s).

Shortage (5, 3-4)

Immediate Effect: Lose 1d-1 points of *one* resource, chosen at random. Roll 1d: 1, Luxury/Precious Goods Points; 2, Natural Resources Points; 3-4, Agriculture Points; 5-6, Workforce Points. Alternatively, the GM can decide that a particular shortage is affecting *non-Resource Point* attributes: Conformity Rating (a lack of leadership that the realm respects), living space (reduce population as inhabitants go elsewhere), and so on.

Long-Term Effects: Short-term shortages last only 1d-3 turns (minimum 1) before self-correcting. For long-term shortages, subtract 1 point of the original type per turn. Reduced Infrastructure Rating is a common loss as building materials, labor, spare parts, etc. become scarce.

Countering Maneuver: Allocate Resources, spending Workforce Points equal to the initial loss.

The realm is experiencing a shortage of a particular product or service, space, or something similar. Pick a reason why! A nationwide harvesters' strike might cause a loss of Agriculture Points until their complaints are addressed (a temporary shortage). A space habitat might suffer a long-term shortage of life support due to accidentally approving too many offspring, resulting in a population drain as families seek other homes – at least until life support is upgraded.

Infrastructure Breakdown (5, 5-6)

Immediate Effect: Reduce Infrastructure Rating by one.

Long-Term Effects: Roll 3d. On 6 or less, this loss is *permanent*; otherwise, the IR level restores itself after 1d-2 (minimum 1) turns. A countering maneuver may be performed to bring IR back to its original level.

Countering Maneuver: Fixing a permanent loss requires a Marshal Manpower maneuver.

The realm-wide Infrastructure Rating has been reduced due to natural calamities, sabotage (by an enemy or internal faction), failure to budget for maintenance, or anything similar – GM's choice. If the loss is permanent, be sure to describe how it can be fixed (if at all). For example, a failing orbital habitat may require parts obtainable only by sending traders to a nearby space empire . . . or it might be doomed, requiring the PCs to figure out how to get everyone to safety!

Civil Unrest! (6, 1-2)

Immediate Effect: Reduce Citizen Loyalty by one step.

Long-Term Effects: Roll 3d. On 6 or less, this loss is *permanent*; otherwise, Citizen Loyalty restores itself after 1d-2 (minimum 1) turns. A countering maneuver may be performed to bring Citizen Loyalty back to its original level.

Countering Maneuver: Fixing a permanent loss requires a Bluff or Negotiate maneuver.

The realm is saturated with widespread dissent. This usually has a root cause; what that is and how it interacts with other issues is up to the GM. The cause might be entirely legitimate, arise from a vocal minority (who may or may not have a valid point), or be instigated by outside influencers using Sabotage and Bluff (propaganda) maneuvers. The unrest itself might take the form of local riots, demonstrations, or more esoteric forms of protest; e.g., high-tech societies could

organize nationwide flash mobs (live or virtual!) or “die-ins,” while fantasy ones might have local mana temporarily drained by illusionary slogans. Non-majority factions and external actors may *pay* people to be disruptive or join protests!

If civil unrest reduces Citizen Loyalty to “Disastrous,” check for revolution (p. 45).



Demagogue (6, 3-4)

Immediate Effect: Treat as a level of Inefficient (p. 27) for 1d turns.

Long-Term Effects: Lower Citizen Loyalty and Conformity Rating by 1d-3 (minimum 1) levels until this disruption is countered.

Countering Maneuver: Bluff, to counter the speaker's propaganda.

The realm is in the grips of a powerful speaker (or speakers) who preaches something different from the government line. The message doesn't necessarily have to be “bad”! A speaker urging tolerance and kindness in a dark empire is as much a demagogue as one teaching hate and anger.

Combined Event (6, 5-6)

Immediate Effect: As per both events.

Long-Term Effects: As per both events.

Countering Maneuver: Each event must be dealt with separately.

Reroll this result twice and add together the effects of both disruptions. If this is rolled a *second* time, roll twice more – but there's a maximum of three disruptions at a time.

Windfalls Table

When a *windfall* is indicated, roll 1d, 1d on this table, reading the first die roll as the first number in parentheses and the second die roll as the second.

Here, too, the listed effects are *guidelines*. For example, a new trade route in a fantasy campaign might be the result of magical portals, aerial beings who don't mind lugging valuables over long distances, or a new enchantment that makes ships safer. In a far-future campaign, perhaps a naturally stable wormhole was found, a new FTL drive was invented, or genetically engineered psis learned to fold space around cargo to get it from one planet to another.

APPENDIX

EXAMPLES

Here are three examples of finished realms, each with a brief history, an adventure seed, and of course a fully formatted stat block.

THE NECRO-KINGDOM OF ZARTHUS

Ruled by the Fell-King and his Nightmare Court, the Necro-Kingdom of Zarthus is situated behind the Bones of the Dragon: a mountain range that encloses the kingdom, giving it a distinctive “closed U” shape. The U is sealed with a colossal wall of bone and stone, its ends sunk into the mountains. Rumor has it that the wall is made from the bones of invaders who’ve dared crusade against past Fell-Kings – and those rumors would be correct. The rest of the world could

wish that wall were even higher, to better contain the country’s horde of mindless undead . . . as well as the upsettingly *less*-mindless undead.

Zarthus has poor soil and very little sunlight, thanks to a spell gone wrong centuries before. This makes it difficult to feed the people, and those who starve are added to the dead that wander the land. That doesn’t mean the kingdom is poor – far from it! The Black Mines to the south of the capital city of Dunwald have a seemingly endless supply of the “black gold” for which Zarthus is known.

The kingdom’s ruler and most powerful necromancer, the Fell-King, assigns positions of leadership to those he (she? It?) favors. Magical runes sustained by the power of this Nightmare Court keep dangerous undead out of villages – usually. Safe locations, wealth, and the use of undead labor for lesser tasks let some Zarthusians become skilled crafters and jewelers.

THE NECRO-KINGDOM OF ZARTHUS

Total Area: 160,000 square miles
Realm Size Value: +16
Resource Points: 25 (9 Agriculture Points, 3 Luxury/Precious Goods Points, 3 Natural Resources Points, 10+1d Workforce Points*)
TL: 3[^]
Cultural Traits (+3%): Magery 0 (One College Only, Necromancy, -40%) [3]
Realm Inhabitant Racial Traits: None
Population: 192,000
Citizen Loyalty: Neutral (11; +1)
Infrastructure Rating: 2
Control Rating: 3
Conformity Rating: 2
Openness Rating: 1
Government Type: Feudal Aristocracy (thaumatocracy)
Economy Type: Traditional
Defense Bonus and Terrain: +4; mostly hills and mountains
Education Rating: 2
Management Skill (+15%): 15
Habitability: Poor (9; GM may assess -1 to certain rolls)
Reaction-Time Modifier: +4[†]
Realm Enhancements (+160%): Able Populace 2 (+50%); Defensible Terrain 4 (+40%); Maneuver Mastery (Marshal Manpower) (+20%); Renewing Resource 5 (Black Mines) (+50%)

Realm Limitations (-85%): Appearance (Ugly) (-8%); Chauvinistic Populace (OR1) (-2%); Famous for Necromancers (-2 to reaction rolls) (-10%); Hated 2 (-10%); Hostile Climate 1 (-5%); Lower Carrying Capacity 3 (-15%); Obsolete Infrastructure 1 (-25%); Uninhabitable Land 1 (-10%)

Social Resonance: -2 (-4 for those who dislike necromancy/necromancers)

Patron Value: 20 points

Enemy Value: -30 points

Realm Value: \$155,635,200

Military Resources: \$2,688,000/turn[‡]

Revenue: \$8,064,000/turn*

Starting Revenue: \$1,556,352

Inhabitants’ Status: -1 to 7

Inhabitants’ Wealth: Struggling to Filthy Rich

Notes: Labor pool is mostly undead who can perform repetitive tasks without supervision. Starting Resource Points cost another \$10,080,000 (not included in Realm Value).

* Traditional economy gives +1d starting Workforce Points, but 50% of listed Revenue must be converted into Luxury/Precious Goods Points.

[†] Includes -1 for aristocracy, in return for the effects of Corrupt 1 (pp. 26-27).

[‡] Feudal usually adds +5% to listed Military Resources, but occasionally gives -30% instead; see p. 18.

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Power without a nation's confidence is nothing.

– Catherine the Great

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Realm Modifiers

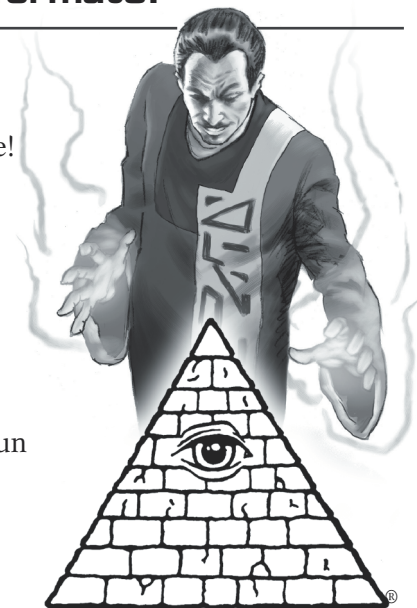
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REALM DESIGN FORM

Name: _____

Total Area (in square miles): _____ Area Knowledge Class: _____

Realm Size Value: _____ Notes: _____

Resource Points

Agriculture Points: _____ Natural Resources Points: _____

Workforce Points: _____ Luxury/Precious Goods Points: _____

Cost per Point: _____ Starting Resource Points total: _____

Resource Notes: _____

TL: _____ Notes: _____

Cultural Traits: _____

Realm Inhabitant Racial Traits: _____

Population: _____ Carrying Capacity (max): _____

Citizen Loyalty – Level: _____ Value: _____ Total Will modifier: _____

Infrastructure Rating: _____ Control Rating: _____

Conformity Rating: _____ Openness Rating: _____

Government Type: _____ Notes: _____

Economy Type: _____ Notes: _____

Defense Bonus: _____ Terrain: _____

Education Rating: _____ Notes: _____

Management Skill – Level: _____ Modifiers: _____ Realm Value modifier: _____

Habitability – Level: _____ Value: _____ Skill modifier: _____

Reaction-Time Modifier: _____ Notes: _____

Realm Enhancements: _____

Total Realm Value modifier: _____

Realm Limitations: _____

Total Realm Value modifier: _____

Social Resonance: _____

Patron Value: _____ Enemy Value: _____

Realm Description: _____

Realm Value

Monthly pay of citizens: _____ Base Realm Value: _____

Realm Value (including modifiers): _____ Time to Found (optional): _____

Military – Cost to raise: _____ Military Resources: _____

Revenue: _____ Starting Revenue: _____

Inhabitants' Status: _____ Inhabitants' Wealth: _____

Optional total cost (adjusted Realm Value + starting Resource Point total + cost to raise military): _____

Notes: _____