# TOWN NAME:

### **CONFLICT:**

Description of conflict:

**INDUSTRY:** (Choose 1 to 3) Farming, Fishing, Whaling, Sealing, Trading, Manufacturing (textiles or other), Mining.

**GEOGRAPHY:** Island – Distant, Island - Close, Coastal, Inland.

SIZE: Small (<500 people), Medium (<2000 people), Large (<5000 people).

### **GROUP 1**:

Desires:	What do they want from the players?	Key NPCs:
GROUP 2:		
Desires:	What do they want from the players?	Key NPCs:
Power:		
GROUP 3:		
Desires:	What do they want from the players?	Key NPCs:
Power:		

## TOWN NAME:

### **QUESTIONS / NOTES**

Important NPCs:

Important NPCs:

#### **CUSTOM MOVES**

Important NPCs:

Important NPCs: