# DOMAIN RECORD SHEET

Country Name _____ Government _____ Alignment _____

Capital City _____ Population _____ Size _____ Control DC _____

## RULING COUNCIL

| | | |
|---|---|---|
| Ruler | + | Economy, Loyalty, Stability |
| Ruler | + | Economy, Loyalty, Stability |
| Consort | + | Loyalty |
| Councilor | + | Loyalty |
| General | + | Stability |
| Grand Diplomat | + | Stability |
| Heir | + | Loyalty |
| High Priest | + | Stability |
| Magister | + | Economy |
| Marshal | + | Economy |
| Royal Enforcer | + | Loyalty, -1 Unrest/Upkeep |
| Spymaster | + | |
| Treasurer | + | Economy |
| Viceroy | + | Economy |
| Warden | + | Loyalty |

## ONGOING EVENTS

## EDICTS

Expansion _____
HEX | STABILITY | LOYALTY | ECONOMY | BP

Holidays _____
BP | ECONOMY | LOYALTY

Taxation _____
BP REVENUE | ECONOMY | LOYALTY

Recruitment[UR] _____
FAME | DEFENSE | ECONOMY | SOCIETY

**UNREST** _____ Penalty on all checks

**TREASURY** _____ BP

**CONSUMPTION** _____ BP

SIZE | + CITIES | + EDICTS | FARMS | + OTHER

| | Total | = | Buildings | + | Edicts | + | Events | + | Resources | + | Alignment | + | Skill | + | Government | - | Edicts | - | Unrest | - | Vacancies | - | Other |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Economy | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |
| Loyalty | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |
| Stability | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |
| Corruption | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |
| Crime | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |
| Law | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |
| Lore | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |
| Productivity | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |
| Society | | = | | + | | + | | + | | + | | + | | + | | - | | - | | - | | - | |

| | Total | = | Base | + | Lore/10 | + | Society/10 | + | Size Bonus | + | Buildings | + | Events | + | Other |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Fame | | = | | + | | + | | + | | + | | + | | + | |

| | | = | Base | + | Corruption/10 | + | Crime/10 | + | Size Bonus | + | Buildings | + | Events | + | Other |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Infamy | | = | | + | | + | | + | | + | | + | | + | |

Notes

## DIPLOMACY AND TRADE

| Trade Route Destination | Length (TRL) | Route Modifier | Length Modifier | Type | DC | = | Control DC | + | Corruption | + | Route Modifier | + | Length Modifier | - | Productivity |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | = | | + | | + | | + | | - | |
| | | | | | | = | | + | | + | | + | | - | |
| | | | | | | = | | + | | + | | + | | - | |

Consumption | Economy | Stability | Law | Society | Fame/Infamy

Embassies _____

Treaties _____

Alliances _____

| | | | | |
|---|---|---|---|---|
| Economy | Balanced | Fame | Unfair | Infamy |
| Economy | Balanced | Fame | Unfair | Infamy |

Legendary Games
Domain Record Sheet