

**Legend**

- Domain's Border
  
- 

One hexagon corresponds to  
 $4 / 16 / 64 / \_\_ \text{ km}^2$   
 $d \approx 2,5 / 5 / 10 / \_\_ \text{ km}$   
 $L \approx 3,75 / 7,5 / 15 / \_\_ \text{ km}$   
 $2r \approx 2 / 4 / 8,5 / \_\_ \text{ km}$
  
-  Metropolis
-  City/Town
-  Fortress
-  Holy Place
-  Important Port
-  Fe/Au/Cu/... Mining Area
-  Production Village
-  Tenant Village
-  Village (no taxes)
-  Great Broch
-  Mountain Tauric Village
-  Peak
-  Mountain Pass
  
-  Great Ruins
-  Ruins
-  Industry
-  Villa or Plantation
-  Villa or Plantation (no taxes)

**DOMAIN DESCRIPTION**

 (Domain with the size of \_\_\_\_\_ hexagons represents \_\_\_\_\_ km<sup>2</sup>)

 The domain is referred to as \_\_\_\_\_  
 \_\_\_\_\_

 The ruler of the domain is \_\_\_\_\_  
(Title and name)

 The ruler is a vassal/tax obligatory of \_\_\_\_\_  
(Title and name of the overlord)

 The ruler's obligations to the overlord:
   
 \_\_\_\_\_
   
 \_\_\_\_\_

 In addition to the domain, the ruler is an overlord to the following vassals, each of whom has the following obligations to the ruler (all daeguns, daimyos, and autonomous urban communities):
   
 \_\_\_\_\_
   
 \_\_\_\_\_

**COAT OF ARMS OR FLAG**

Caste distribution of the domain's population			Population count	Domain Size:
Number of villages owned by the domain ruler:		Number of villages x250		Number of Domain Actions per Chancellor:
Number of villages owned by domain aristocrats:		Number of villages x250		Domain's Price Multiplier:
Number of freemen households in the domain (total number of villages x8):		Households x10		Base Percentage of Corruption:
Number of aristocratic households in the domain (total number of villages /10):		Households count x20		Base Percentage of Prosperity:
Number of producer households (1 per 5000 urban residents):		Households count x20		Base Percentage of Discontent:
Number of licensed merchants' households (1 per 10 000 residents in the domain):		Households count x20		Base Percentage of Time of Troubles:
Number of patrician households (1 per 50,000 residents):		Households count x20		Domain Market Capacity (25t per 10 000 residents):
<b>Total population of the domain:</b>				

CITIES IN THE DOMAIN			Villages Belonging to the Domain Ruler	Village Count	Taxes from Villages	Samurai Troops from Villages
Name	City status (autonomous or directly governed)	Population	Military Villages		None	
			Production Villages			
			Tenant Villages (d6)			
			Tenant Villages (d8)			
			Tenant Villages (d10)			
			Tenant Villages (d12)			
			<b>Total</b>			



**DOMAIN'S RULERS LEADERSHIP SKILLS**

Law and Society	
Mathematics and Economy	
Tactics	
Theology	
Social Skills (+ Lifestyle)	

**DOMAIN'S RULERS AND CHANCELLORS SPECIAL ABILITIES**


**DOMAIN'S CHANCELLORS AND THEIR RESPECTIVE OFFICES**
**MILITARY COMMAND** 

**Strategist**

Tactics	
Social Skills	

**SUPREME COURT** 

**High Magistrate**

Law and Society	
Mathematics and Economy	
Social Skills	

**STATE TREASURY** 

**Land Magistrate**

Agriculture	
Mathematics and Economy	

**CUSTOMS OFFICE** 

**Sea Magistrate**

Law and Society	
Mathematics and Economy	

**WIZARDS LABORATORY** 

**Court Wizard**

Amount of Azure Warriors at the service of Court Wizard	
Amount of _____ at the service of Court Wizard	
Astral Projection	
Metaphysics and Otherworld	

**SECRET CONTACTS** 

**Chief Shinobi**

Amount of shinobies at the service of Chief Shinobi	
Stealth Skills	
Mechanics	
Perception	
Social Skills	

**COUNCIL OF TEMPLES (free)** 

**Archpriest (commonly free)**

Theology	
Channelling	
Social Skills	

	Permanent	From ruler	From Chancellor	From establishments	Other (temporary) modifiers	Total in the next Domain Turn
Corruption percentage						
Prosperity percentage						
Discontent percentage						
Time of Troubles percentage						
How many turns of Time of Troubles have passed						Number of turns until the end of Time of Troubles
How many turns of Famine have been rolled and modifiers from Famine:						
All Plagues in domain and modifiers from them:						
Ongoing Events and Modifiers from them						

Friendly (or allied) factions	Rival (or enemy) factions
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Neutral factions
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DOMAIN INCOMES		DOMAIN EXPENSES	
<b>Taxes</b>		Maintenance costs of Domain's Bureaucratic Offices (200 x the number of Offices x Domain Price Multiplier)	
Total taxes from villages		Salaries of Domain Chancellors (100 x the number of domain Chancellors x Domain Price Multiplier)	
Taxes from Freemen Households (Number of Households x 10)		Cost of the Domain Ruler's Lifestyle	
Taxes from Land Aristocrats (Number of Households x 75)		Maintenance of Domain Infrastructure	
Taxes from Productors (Number of Households x 400)		Maintenance of Capital City Infrastructure	
Taxes from Licensed Merchants (Number of Households x 375)		Maintenance of the Domain Ruler's Palace and associated costs	
Customs Duties (Actual customs duties minus how much money goes to the overlord = profit from customs)		Costs of the Domain's Professional Army	
<b>Income from Directly Owned Establishments</b>		Costs of the Domain Fleet	
Profit from Villas, Mines, and Plantations		Other Ongoing Expenses (including mercenaries, shinobies, and Azure Warriors)	
Profit from Manufactures and Factories in the Capital		<b>All Expenses Total</b>	
<b>Potential Domain Revenues Total</b>		<b>DOMAIN'S TREASURY</b>	
- Corruption Percentage		Contents of the Domain's Treasury	
+ Taxes from Vassals and Free Cities		Location and Security Measures of the Domain's Treasury	
+ Other Incomes		<b>DOMAIN'S NATIONAL DEBT</b>	
		<b>How much?</b>	<b>To who?</b>
<b>Actual Domain Revenues Total</b>			

**DOMAIN'S OTHERWORLD**

**Nature and Description of the Domain's Otherworld. Overlapping Areas of the Otherworld Pockets (Diagram)**

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**Ways to Access the Otherworld, Gates of the Otherworld, and the Astral Projection checks DLs.**

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**Atmosphere of the Otherworld (colours, sounds, lighting, etc.)**

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**Physical and Temporal Correlation of Otherworld Pockets with the Human World**

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**Noteworthy Locations in the Otherworld**

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**Inhabitants of the Otherworld Pocket(s)**

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**Ruler(s) of the Otherworld Pocket(s)**

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## DOMAIN'S NATURE GOD

ANOTHER DEITY LIVING IN THE DOMAIN.

Type (portfolio) and name of the deity		
Personality and activities of the deity, how they respond to prayers and summoning		
Appearance of the deity		
Otherworld pocket or dwelling place of the deity, and other sacred sites and temples in the domain		
Deity's general influence on the domain's culture and traditions		
God's rival		
God's obsession		
God's influence on Domain when friendly		None
God's dislikes (Actions and Establishments)		
God's influence on Domain when angered		None
Ways to propitiate angered deity		
Spells attainable for Pact-bound priests		
Typical tasks for a priest to establish the Pact		
Taboos for the priest when forming a pact with the deity		



**Legend**

----- Domain's Border



One hexagon  
corresponds to

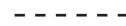
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Domain's border

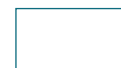
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Populated Area

Fertility Dice



d4



d6



d8



d10



d12

Fe/Au/Cu/...

Mineral Deposit