NEO-EXODUS A HOUSE DIVIDED

PATHFINDER ROLEPLAYING GAME COMPATIBLE

Name _____ Alignment _____ Government _____

Size _____ Religon _____ Country _____ Campaign _____

TOWN ROSTER

COR Corruption		• Bluff checks vs. city officials or guards. • Stealth checks made while outside.
CRI Crime		• Sence Motive vs. bluff. • Sleight of Hand checks for pickpocketing.
ECO Economy		• Craft, Perform, and Profession checks made to generate income.
LAW		• Intimidate checks made to force opponent to act friendly. Diplomacy checks to call guards.
LORE		• Diplomacy checks to gather information. Knowledge checks made to do research.
SOC Society		• Disguise checks. Diplomacy checks made to alter the attitude of civilians.

Qualities

Disadvantages

Total Population

Race	Amount

Random Encounter Table

%	Encounter	CR

Marketplace

Base Value	Purchase Limit	Spellcasting

Minor Items	Medium Items	Major Items

Common Service & Items

Item/Service/Spell	Price	%D

Notable NPCs

NPC

Name/Title _____ Align _____ Gender _____ Race _____ Class _____

Location _____ Key Skills _____

Affiliated With _____ Combat _____

In Conflict With _____ How To Contact _____

Information/Plot

Notes / Description

NPC

Name/Title _____ Align _____ Gender _____ Race _____ Class _____

Location _____ Key Skills _____

Affiliated With _____ Combat _____

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Information/Plot

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