

City Builder

By James Embry



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Written by
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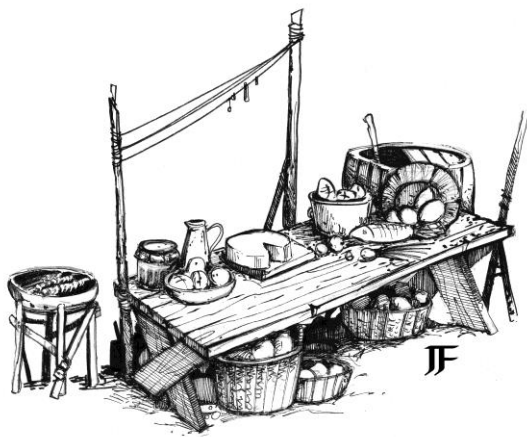
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Communities come in all shapes and sizes and exist for any number of reasons. Without going into too much detail about the process of city planning or the legal status of cities and townships, which may very well vary from setting to setting. Here we will simply examine a few aspects of cities and communities and try to establish some ways to create believable towns and cities for a typical fantasy role playing game.



-Maciej Zagorski "City Life"

What is a Community?

In simplest terms a city is a place where people live and do business. For our purposes here a community will come in one of five types based on size.

Villages

The smallest type of community we will cover here a village is a small, single purpose community with a very small population. While a village may exist on the land of a lord, they are often most directly governed by members of their own community and only really interact with the nobility in the form of paying taxes or in the case that an egregious crime has been committed that demands input from the crown. Villages rarely if ever show up on any but the most local maps and it is entirely likely that the nobility to whom the village answers to isn't even aware of its existence and almost certainly does not know its name.

Villages often have very few options for defending themselves from attack lacking both the population to mount an armed defense and the fortifications of walls and watch towers. For this reason, villages were often the victim of aggression during time of war as they were a relatively vulnerable source for food and other goods as well as method of destabilizing a kingdom. Villages were also sometime the victims of armies from their own land as well, as foraging parties may raid them for supplies in time of war.

The one advantage that many villages enjoy is that many of them are found in isolated areas far from well-traveled roads or trade routes. While it is true that some villages, particularly those near hostile borders could be raided, pillaged, or burned as rival lords act against each other. There are many other villages that exist for hundreds of years never seeing a soldier or a member of the noble class. The king is someone

they may hear about in passing, but is not an important feature in their lives. While these isolated villages may fall victim to natural disasters such as fires, floods, or plagues they are often rather resilient and self-sufficient.

Towns

One set up from villages, but not as large as even the smallest city, towns are the most common type of community by number. Towns may have a peasant government or answer to a petty noble or landed knight. Towns often exist along important roads between cities or other areas of greater importance. A town will likely show up on regional maps, though its name will likely be omitted to save space for more prominent features.

Towns do have some ability to defend themselves, though not much. Many towns may have a wall, but it is just as likely to be made of wood as of stone. In addition to the physical fortifications, towns may have the man power to mount a defense against attackers, though these militia men are likely to be untrained and poorly armed. While a town would be unable to stand against an army of any size, they are likely to hold off raiders, bandits, or brigands, or at least compel them to seek out easier prey. In some cases a town may be able to pool its resources to hire mercenaries to come to their aid.

City, Small

Small cities are the smallest of the cities as their name implies. They are often found along important trade routes or intersections.

Small cities are almost always surrounded by stone walls and may be protected by a small garrison of professional soldiers to aid in the cities defense. A city of this size would only be attacked by a dedicated military force that saw the city as a vital objective, or simply had to get past it. If a city can't be taken by force, it may become the target of a siege.

Small cities are almost always directly governed by a lord assisted by a number of other lesser nobles that help administer the day to day operations of the city. In some cases there are free cities which have no obligation to the crown and are governed by directly by the men of the city, but in most settings these are the exception rather than the rule.

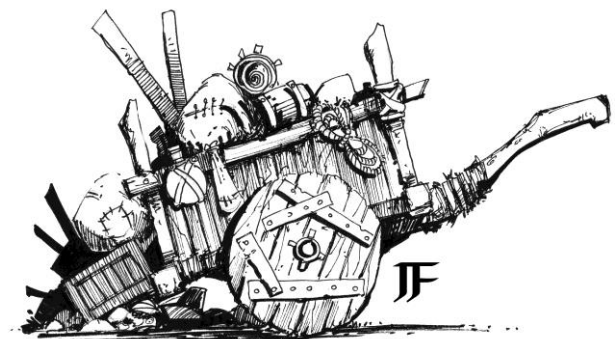
Cities are almost never able to supply enough food to feed their populations and so depend on the smaller towns and villages near them.

City, Large

These cities are found at the intersections of very important trade routes. In most kingdoms, a large city may be the largest community there is.

City, Great

Great cities are like entire worlds unto themselves. There are likely only a few of these in the world at a time. Their populations are huge and include a vast variety of backgrounds and cultures.



-Maciej Zagorski "City Life"

Background

Why does a community exist? Out of all the places in the world, people decided to gather and stay here for some reason, and knowing what that reason was could go a long way to understanding the community.

Agriculture

People need to eat. Open land and soil that is good for crops is likely to attract people who wish to make a living farming and working the land. These small agrarian communities are the backbone of entire regions, as the larger cities could never hope to produce enough food to feed their populations. These communities are defined by the harvest season and weather. While food is essential, it is rarely valuable, these communities are often poor.

Pottery

Some communities exist around sites where natural clay is abundant. This clay is then shaped into pots or other items on a wheel or by hand and heated in large kilns. Pottery communities are normally smaller than those based on agriculture, but because of their export of pottery, they only need to produce enough food to feed themselves. Depending on the quality of the clay and the workmanship of the finished product, clay goods can be very valuable, but for the vast majority of clay communities the value of their goods is just above that of agriculture.

Mining

Stone, metal, gems. All of these things can be pulled from the ground and turned into items of great value. This difficult and laborious task often falls on the people of small mining communities. Ironically, the often backbreaking labor of pulling the material out of the ground is often done by people who make very little to do it. Miners are often serfs or indentured servants that perform their labor for free, sometimes with

the promise of great reward once their service is completed or perhaps in payment for some past debt. It is a sad reality that mining communities seldom enjoy the value of the goods they create.

Fishing

Found only near bodies of water, a fishing community is one that primarily supports itself by fishing. These communities have about the same level of wealth as an agrarian community.

Crafting

Often very close to mining communities a crafting community is where the raw material pulled from the ground is turned into useful or valuable goods and then sold. Crafting communities can become quite wealthy depending upon the material being used and the quality of their work.

Trade

Trade communities are places where finished goods are bought and sold. While trade communities are seldom self-sufficient they can become very wealthy.

Military

Some communities form around military posts. Military outposts provide a steady supply of customers in the form of the men and women stationed there as well as the protection that comes with being so close to an armed friendly force.

A Variety of Backgrounds

While many smaller communities may exist around a single task or good, communities that grow and thrive are often diversified. In any cases, it isn't exactly clear where one community stops and another begins.

For instance, a small agriculture community has existed for generations at the foot of some hills. When large deposits of iron are discovered nearby, men from the village start mining the ore. Now, there is an agriculture and a mining community. Men from the village start crafting the iron into goods, which attracts merchants. What started as a small single resource community based on agriculture is now a town with agriculture, mining, and crafting communities.

Districts

Districts are segments of a larger community. Districts are often closely tied to a community's history and origin. In fact, a city's first district is normally its background.

A community may have a number of districts based on its size and population. Over time, a city may lose districts by converting them into different ones, this is why a community that begins as agrarian may eventually outgrow that particular need and have no agrarian district.

Please note, that districts are only guidelines, just because a city has no agrarian district does not mean that there is not a single farmer in the entire city, just as the presence of a single artist does not necessitate an art district.

Basic Districts

You will notice that these districts are exactly the same as the backgrounds. For small single purpose communities, assume that they only have one district, and that it is in accordance with their background. For larger communities, start with one or two basic districts and then look into more advanced districts to represent how the community has grown.

Agriculture

An agriculture district is normally found only in communities of town size or smaller. Here you will find farmers.

Pottery

A pottery district takes raw clay and sculpts it into useful or decorative items. Pottery requires kilns to cook the clay and harden it. Pottery Districts are normally only found in communities of town size or smaller, but in some cases may be present in larger cities.

Mining

Mining districts are almost never found in any community larger than a town.

Fishing

In towns and villages, this district is almost always little more than a good coastline where anglers and netters may try to catch fish for their community or launch small fishing boats. In larger communities this district is almost certainly going to connect to a harbor / dock district. Dozens of more fishing boats will come in and out daily and fish markets will sell the day's catch nearby.

Crafting

Crafting districts are where craftsmen and smiths turn raw materials into useful and valuable goods for sale. In villages and towns this district may include little more than a few metal smiths, while in larger communities this is

likely at least a block of smithies warehouses and apartments for the craftsmen. Trade guilds almost certainly have a presence here overseeing the production of their wares.

Trade

Trade districts are where finished goods are bought and sold. In villages and towns this district may be as simple as an open air market. In small city or larger it may contain many permanent shops and guild houses for those involved in those markets. Violent crime in these areas is fairly rare, but cut purses and pick pockets are normally a problem.

Military

A military district normally means that there is an active garrison of troops. This could include one or more barracks, mess halls, stables, and training grounds.

Advanced Districts

For communities of city size or larger, advanced districts become an option. These districts require a large and fairly stable population. While basic districts represent basic needs, advanced backgrounds begin to become more frivolous in nature.

Art District

An art district is typically only found in large cities or great cities. Here there are artists, musicians, performers, and other creative types as well as galleries, theaters, and specialty shops to supply these people with the material they need such as paint, clay, canvases, and clothe for costumes.

Bank

A rarity in all but the most affluent of communities, normally those with a strong background in trade and commerce. A bank is normally a very large building where money and other valuables can be stored. Loans can be

made with interest if the bank believes that the borrower has the potential to pay the loan back.

Brothel District, Low End

A low end brothel district is a sad and miserable place for just about everyone involved. Many of the sex works here are either being exploited or are forced by extreme poverty into this particular line of work. This is a very dangerous place as there is almost no security or protection for either the workers or the clients.

Brothel District, High End

A high end brothel district is literally night and day from its low end counterpart. Many of the sex workers here chose this profession and are paid large sums for their services. The clientele is often the very wealthy who have the money and influence to ensure their privacy and protection.

Cathedral / Monastery / Temple

A cathedral or temple is a large building, normally an entire block or more that is devoted to religious service and ceremony. While more common in larger cities, there are some rather large and imposing buildings in communities that are much smaller. In more isolated communities monasteries are more common as the clergy might be seeking a refuge away from the distractions of the world.

Government District

The government district is going to the home to any administrative offices or structures in the community. Normally, you only start to see this district in communities of town size or larger, but for many towns and smaller communities they will simply make due with a tavern or some other common meeting house to handle most administrative matters. In larger communities, this district may include court houses, records libraries, and the offices of any official or magistrate of the community.

Harbor / Docks

Harbors and docks are the seaports and river docks that bring goods and material into and out of a community. Typically only found in communities of small cities or larger. Because of the large amount of goods and coin changing hands, harbors are almost always home to an active criminal element. Since these criminals are often interested in making money from the illegal import and export of goods, rather than through robbery, they are much less likely to engage in street crime than other criminal elements and may actually keep more violent criminals away from their operations to avoid unwanted investigations.

Housing, Middle

Middle Housing districts are where the homes of many of the more affluent citizens live, though nowhere near as wealthy as the gentry or aristocracy. Each house is normally two stories high and may contain five to eight rooms. Each house will also have a very small yard which may include a small garden, trees, or outbuildings.

Housing, Upper

Only found in very affluent cities. These are the homes of the wealthy and the nobility. The houses are large and spacious, with perhaps three stories as well as large yards that may have gardens, outbuildings, and servant's quarters on the property. Each house is normally surrounded by a stone wall and gate to protect it from loiters and thieves.

Hospital

A hospital, or house of healing is normally a huge complex of buildings dedicated to the healing arts and science of the human body. In some cases hospitals are run by the church and combine healing with religious ceremony. Other

hospitals, are secular and focus on more academic methods of healing.

Slum

A slum is a densely populated area of a city filled past the brim with the city's poor. A single family may occupy an apartment that is nothing more than one or two small rooms. Sickness and violence runs rampant here. About one half of small cities have a slum district; they are almost universal in any community larger than that.

Tavern District

While just about every community has at least one tavern, very few can boast a tavern district. The streets of the tavern district are lined with drinking houses, inns, and other establishment of drunken pleasures. Bards and entertainers are a common sight here and the streets are often lit throughout the night. During the day, tavern districts may be almost entirely deserted.

University

A university is normally only found in communities the size of small cities or larger. They are home to students, scholars, academic libraries, and dormitories, lecture halls, and in some cases laboratories. Most universities specialize in a few of the many subjects that students may attend for. Common subjects are: Alchemy, Architecture, History, Law, Naturalism, Mathematics, Medicine, Music, Theology, and Trade.



-Maciej Zagorski "Page Fillers Vol 2"

Districts and Community Size

Exactly how many districts a community has will be determined by its size.

Community Size	Basic Districts	Advanced Districts
Village	1	0
Town	2	1
City, Small	3	2
City, Large	3	4
City, Great	3	8

Building a city from scratch

There is literally no limit to the amount of work a GM can put into making a city for their game, these steps should at least lay the groundwork.

While rolling for random districts can be fun, it is worth bearing in mind that all of this is simply meant to be a suggestion. Never feel like you need to keep a result that doesn't make sense (Such as a harbor in a city that doesn't touch water) or if the result would go against your vision of the community and the role you need it to play in your setting. This is just meant to be a fun guideline to use to help you fill in the blanks. Nothing less, nothing more.

Background / First District

Choose or roll for the background or first district of the community.

1d20 Background / First District

1-10	Agriculture
11-12	Pottery
13-14	Mining
15-16	Fishing
17-18	Crafting
19	Trade
20	Military

Additional Districts (Town)

Once you know your city's background and first district, roll on the tables below to determine an additional basic district as well as the town's first advanced district.

1d10 Basic Districts

1	Pottery
2	Mining
3	Fishing
4-7	Crafting
8-9	Trade
10	Military

1d10 Advanced Districts

1	Brothel District, Low End
2	Cathedral/Temple
3-6	Government District
7-8	Harbor / Docks
9	Housing, Middle
10	Tavern District

If you are making a town, move on to features. Otherwise continue to small cities.

Additional Districts (Small City)

At the point your city becomes a small city, it needs a government district. If you do not roll one randomly, you will need to sacrifice one of the cities basic districts for it. Agriculture makes a good candidate for this switch, because at this size level the city would be unable to support itself anyway. Small cities that retain their agrarian district often switch from regular food crops to some luxury crop such as grapes for winemaking, fruit trees, or some other none subsistence crop.

1d10 Basic Districts

1-4	Crafting
5-8	Trade
9-10	Military

1d10 Advanced Districts

1	Brothel District, Low End
2	Brothel District, High End
3	Cathedral/Temple
4	Government District
5	Harbor / Docks
6	Housing, Middle
7	Hospital
8	Slum
9	Tavern District
10	University

If you are making a small city, you are done. Otherwise move over to large and great cities to determine the remaining districts.

Additional Districts (Large City)

If your city does not yet have a slum, add one. No city of this size can escape this. Another option to satisfy the slum requirement would be to replace one of the previous districts with a slum. Roll to randomly determine the remaining districts and then move on to features.

1d20 Advanced Districts

1	Art District
2-5	Brothel District, Low End
6-7	Brothel District, High End
8	Cathedral/Temple
9-11	Harbor / Docks
12-15	Housing, Middle
16	Housing, Upper
17	Hospital
18-19	Tavern District
20	University

If you are making a great city, roll here again to determine the remaining districts.



-Maciej Zagorski "Page Fillers Vol 1"

City Features

A feature is a small bit of flavor text that should help to give the city a little character or help make it feel different from other cities in the world.

Community Features

Village	50%
Town	1
City, Small	3
City, Large	5
City, Great	7

1d20 Features

1	Famous Building, Brothel
2	Famous Building, Inn
3	Famous Building, Tavern
4	Famous Citizen, Artist
5	Famous Citizen, Musician
6	Famous Citizen, Smith
7	Famous Citizen, Thief
8	Famous Citizen, Warrior
9	Famous Citizen, Wizard
10	Famous Citizen, Writer
11	Festival, Fall Equinox
12	Festival, Spring Equinox
13	Festival, Summer Soloist
14	Festival, Winter Soloist
15	Monument, Fountain
16	Monument, Obelisk
17	Monument, Pillar
18	Monument, Statue
19	Monument, Tomb
20	Monument, Victory Arch

Each city has its own distinct look to it. One of the easiest ways to determine what that look is, is to simply decide what the primary building material used in its construction is. Most villages and towns are built from wood while cities are more often than not built of stone, but there are numerous exceptions to both of these

rules. If you want to, you could go district by district and assign a different material to each section of the city, but for most cities that won't be necessary.

1d6 Building Material

1	Clay, Dark
2	Clay, Light
3	Stone, Dark
4	Stone, Light
5	Stone, Red Brick
6	Stone, Uncut

City Traits

Lastly, each city has traits, both good and bad that set it apart from the others.

Community City Traits

Village	50%
Town	1
City, Small	2
City, Large	2
City, Great	3

1d100 City Traits

1-6	Abundant Wealth
7-12	Good Health
13-18	High Crime
19-24	Low Crime
25-30	Narrow Streets
31-36	Outstanding Sewage
37-42	Plagued by Sickness
43-48	Poor Fortifications
49-54	Poor Sewage
55-60	Poorly Defended
61-66	Rampant Poverty
67-70	Recent Disaster, Plague
71-74	Recent Disaster, Civil Unrest
75-78	Recent Disaster, Fire
79-82	Recent Disaster, Flood
83-88	Well Defended
89-94	Well-Fortified
95-100	Wide Streets

District Names

Districts are important parts of cities and communities. They have names that are recognizable within the community, and beyond.

1d100 District Names 1

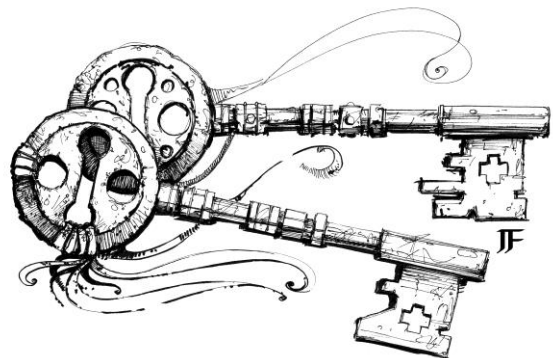
1	Anvil
2	Autumn
3	Banner
4	Bard's
5	Bear
6	Bell
7	Bishop's
8	Black
9	Blue
10	Blue Stone
11	Boar
12	Book
13	Brass
14	Bright
15	Bronze
16	Bull
17	Candle
18	Crow
19	Crown
20	Dice
21	Eagle
22	Elm
23	Emerald
24	Empire
25	Empress
26	Fall
27	Flag
28	Forge
29	Garden
30	Gate
31	Gem
32	Glassmaker
33	Granite
34	Green
35	Green Shield
36	Hammer
37	Hawk
38	Healer's

39	Heart Stone
40	Helm
41	High Lance
42	High Sword
43	High Crown
44	High Spear
45	High Stone
46	High Tower
47	Hound
48	Iron
49	King's
50	Knight's
51	Lance
52	Lord's
53	Metal
54	Morningstar
55	Oak
56	Onyx
57	Owl
58	Ox
59	Paladin
60	Paper
61	Pike
62	Pine
63	Priest
64	Queen's
65	Rain
66	Raven
67	Red
68	Red Shield
69	Red Stone
70	Rope Maker
71	Rose
72	Ruby
73	Sage
74	Saint's
75	Salt
76	Sand
77	Scroll
78	Shield
79	Silk
80	Slate
81	Solstice
82	Songbird

83	Sparrow
84	Spear
85	Spring
86	Stag
87	Steel
88	Stone
89	Summer
90	Sword
91	Templar
92	Toad
93	Torch
94	White
95	White Shield
96	White Stone
97	Wind
98	Wine
99	Winter
100	Yellow

1d8 District Names 2

1	Block
2	Court
3	Plaza
4	Quarter
5	Road
6	Square
7	Street
8	Way



-Maciej Zagorski "City Life"

Tavern and Inn Names

Taverns and inns follow one of four different naming conventions most of the time. The first, and most common is simply to describe a character. This is normally an animal of some sort in an absurd or humorous situation. The second is stating two characters together. An example of the first naming convention would be “The Dapper Goose” while an example of the second convention would be “The Rat and the Barbarian”. Two less common naming conventions are to describe an item such as “The Rusty Axe” while the second is to name an item belonging to a character such as “The Kraken’s Lance”.

1d8 Naming Convention

1-4	The “Table 1” “Table 2”
5-6	The “Table 2” and the “Table 2”
7	The “Table 3” “Table 4”
8	The “Table 2”’s “Table 4”

1d100 Names Table 1

1	Angry
2	Bashful
3	Black
4	Blue
5	Blushing
6	Brass
7	Brave
8	Broken
9	Bronze
10	Burning
11	Busy
12	Calm
13	Clever
14	Cold
15	Cowardly
16	Curious
17	Dancing
18	Dapper
19	Drab
20	Drinking

21	Drunken
22	Dusty
23	Enchanted
24	Falling
25	Fancy
26	Fat
27	Flying
28	Foolish
29	Frightened
30	Frowning
31	Ghostly
32	Glass
33	Glowing
34	Golden
35	Green
36	Hanging
37	Happy
38	Hungry
39	Ivory
40	Jumping
41	Kicking
42	King's
43	Laughing
44	Lean
45	Little
46	Lively
47	Lonely
48	Long
49	Lord's
50	Magic
51	Mighty
52	Naked
53	Nimble
54	Noble
55	Peaceful
56	Pesky
57	Pickled
58	Pious
59	Poor
60	Prancing
61	Prince's
62	Prudish
63	Purple
64	Queen's

65	Quick
66	Regale
67	Rearing
68	Red
69	Rich
70	Righteous
71	Roaring
72	Round
73	Royal
74	Sad
75	Shinning
76	Short
77	Silver
78	Singing
79	Skinny
80	Sleeping
81	Smiling
82	Sneaky
83	Spotted
84	Stately
85	Stinking
86	Stone
87	Stripped
88	Tired
89	Ugly
90	Victorious
91	Violet
92	Wandering
93	Warm
94	Wax
95	Weeping
96	Wet
97	Whispering
98	White
99	Wooden
100	Yellow

1d100 Names Table 2

1	Acrobat
2	Archer
3	Badger
4	Bandit
5	Barbarian
6	Bard

7	Bastard
8	Bear
9	Beaver
10	Beggar
11	Bishop
12	Boar
13	Bride
14	Bull
15	Cat
16	Chipmunk
17	Cock
18	Cow
19	Crab
20	Crow
21	Dancer
22	Dandy
23	Dog
24	Donkey
25	Dragon
26	Duck
27	Dwarf
28	Eagle
29	Elephant
30	Elf
31	Falcon
32	Fairy
33	Fighter
34	Fish
35	Fool
36	Fox
37	Frog
38	Giant
39	Gnoll
40	Gnome
41	Goblin
42	Goose
43	Hawk
44	Horse
45	Horseman
46	Hound
47	Imp
48	Jackal
49	Jester
50	Juggler

51	Kraken
52	Lady
53	Lion
54	Lizard
55	Mage
56	Maiden
57	Mermaid
58	Mole
59	Monk
60	Mouse
61	Mule
62	Ogre
63	Otter
64	Owl
65	Ox
66	Peacock
67	Pickpocket
68	Pidgeon
69	Pig
70	Pike Man
71	Pirate
72	Pony
73	Priest
74	Rabbit
75	Ranger
76	Rat
77	Raven
78	Robin
79	Sage
80	Sailor
81	Saint
82	Serpent
83	Siren
84	Snake
85	Solider
86	Sparrow
87	Sprite
88	Squirrel
89	Stag
90	Steed
91	Swan
92	Swordsman
93	Thief
94	Tiger

95	Toad
96	Turtle
97	Warlock
98	Witch
99	Wizard
100	Wolf

1d20 Names Table 3

1	Black
2	Blue
3	Brass
4	Broken
5	Bronze
6	Glass
7	Golden
8	Green
9	Iron
10	Ivory
11	Old
12	Onyx
13	Purple
14	Red
15	Rusty
16	Silver
17	Steel
18	Stone
19	White
20	Yellow

1d10 Names Table 4

1	Axe
2	Boot
3	Club
4	Cup
5	Helm
6	Lance
7	Mug
8	Shield
9	Spear
10	Sword

Nobility and Gentry

Coming up with personality and backstories for all the nobles a group of characters might encounter can be a daunting task. Especially as these nobles might never actually be met by the characters and just be people they hear about or through tavern songs or something like that. So help populate a city with diverse rulers and nobles here is a random list of traits a noble might possess.

Of course it would be foolish to try and define a complex person with just a few words. If you feel you need more information about a particular noble, feel free to keep rolling until you have enough to go on.

1d100 Noble Personality

1	A bastard
2	A bold adventurer
3	A champion of the common folk
4	A clownish buffoon
5	A dashing rouge
6	A drunken lush
7	A glutton
8	A greedy tyrant
9	A high minded philosopher
10	A lover of art and culture
11	A lover of nature and the outdoors
12	A noble scholar
13	A pathetic lackey
14	A philandering pervert
15	A pretentious fop
16	A religious fanatic
17	A repented sinner
18	A respected warrior
19	A simpleton
20	A skilled courter and diplomat
21	A war hero
22	A weakling and coward
23	An educated drunk
24	Angry and full of rage
25	Beautiful and kind
26	Beautiful but cruel

27	Boastful and brash
28	Charismatic and outgoing
29	Cheerful and good natured
30	Classist and aloof
31	Committed to helping the poor and less fortunate
32	Committed to helping the sick and infirmed
33	Consumed by dangerous ambition
34	Consumed by vengeance
35	Crude and without manners
36	Cruel and bitter
37	Deformed from sickness
38	Depressed and sorrowful
39	Devoted and loyal
40	Disillusioned with life and the nobility
41	Drunk and bitter
42	Educated and arrogant
43	Elegant and well mannered
44	Energetic and eager to please
45	Fascinated by the occult and the dark arts
46	Flakey and inconsistent
47	Friendly and outgoing
48	Friendly and well meaning
49	Graceful and charming
50	Greedy and conniving
51	Guided by deep personal honor
52	Honorable, but depressed
53	Honorable, Honest, and Fair
54	Impoverished and bitter
55	Impoverished and insecure
56	Injured in battle
57	Inspiring and respectable
58	Inventive and quick minded
59	Kindhearted and naive
60	Kindhearted and soft-spoken
61	Lazy and snobbish
62	Longwinded and dull
63	Lustful and amorous
64	Merciful and forgiving
65	Naïve and childish
66	Nervous and prone to anxiety
67	Opinionated and outspoken

- 68 Paranoid and fearful
- 69 Pious and Faithful
- 70 Plagued by sickness and poor health
- 71 Plainspoken and wise
- 72 Poetic and well-spoken
- 73 Power-hungry and conniving
- 74 Power-hungry and ruthless
- 75 Proud and snobbish
- 76 Prudish and aloof
- 77 Quick to laugh with a good sense of humor
- 78 Quiet and stern
- 79 Rebellious against authority
- 80 Ruthless and unyielding
- 81 Sardonic and melancholy
- 82 Sardonic and sarcastic
- 83 Scheming and Deceptive
- 84 Socially manipulative
- 85 Soft-spoken and meek
- 86 Stern and humorless
- 87 Stern but fair
- 88 Stupid and incompetent
- 89 Suffering from insanity
- 90 Vain and arrogant
- 91 Virginal and pure hearted
- 92 Weak and easily manipulated
- 93 Wealthy and arrogant
- 94 Wealthy and naïve
- 95 Well connected and informed
- 96 Well-read and a lover of education
- 97 Well-traveled and open minded
- 98 Wise and educated
- 99 Worn down and tired
- 100 Xenophobic and racist



Putting it all Together

Using the system presented here, let's make a city. This will be a large city built from the ground up. With that in mind the first step is to determine what its background and first district was.

Rolling a 1d20, I got a 20. So that tells me that the city grew out of a military outpost. Also, its first district is a military district.

As the military village grew into a town it acquired a new basic district and its first advanced district.

Rolling for its second basic district I rolled 1d10 and got an 8, so now I know that the town started engaging in trade. As for its advanced district I rolled another 1d10 and this time got a 2. So about the time the town was starting to open up trade, the church built a cathedral of some type. Given the size of the community, it was most likely a monastery of some sort.

So, now moving right along to the small city phase.

The city gets one last basic district at this point. The only one left available that I don't already have is a crafting district so I take that one. Now my city has a military district, a trade district, and a crafting district. Rolling for the second advanced district I roll a 1d10 and get a 9 so now the small city has a tavern district. There is a problem though. Cities need a government district. Normally at this point a community sheds its agrarian roots, but my city never had an agriculture district to begin with, so I choose to get rid of the military district. It happens, the soldiers probably moved on and left the vacant buildings to be taken over by the government of the new city.

There is only one step left, and that is to turn this small city into a large one.

The first thing I need to do is give my city its slum district. This leaves me with just 1 advanced district to roll for. I roll 1d20 and get a 9. So now my city has a harbor/dock district.

Now I know what districts can be found in my city.

Cathedral
Crafting
Government
Harbor/docks
Slum
Tavern
Trade

With that being done, I can move on to features, just to give the city some added detail. As a large city, it gets 5 features. I roll for them randomly and get.

Famous Building, Brothel
Famous Citizen, Musician
Famous Citizen, Smith
Festival, Fall Equinox
Festival, Summer Solstice

Building Material: Stone, Red Brick

Traits: High Crime
Traits: Recent Disaster: Civil Unrest

OK, The first thing on the list is the famous brothel. Since there is no brothel district, it makes sense that this particular establishment is in the Tavern District. That could also explain the Famous Musician that calls this city home. There is a famous smith as well, which given this city's propensity toward crafting isn't all that surprising. Lastly, I see that the city celebrates two festivals. One takes place on the

fall equinox and the second is on the summer solstice.

noble is in a very bad position considering the high crime and civil unrest.

I can also see here that the city is predominantly built from red brick stones; it has a higher rate of crime than normal and recently went through a period of civil unrest. This city isn't exactly sounding like a very nice place to visit. Characters here should be careful and guard themselves.

With all that being completed, I can move on to naming these districts.

Cathedral	"Steel Block"
Crafting	"High Lance Block"
Government	"Boar's Quarter"
Harbor/docks	"High Sword Street"
Slum	"Yellow Court"
Tavern	"White Stone Block"
Trade	"Banner Court"

Since the only establishment that seems at all noteworthy in this city is that brothel in the tavern district, I will go ahead and name it using the same method I would use for naming any other tavern.

Rolling to determine which naming convention would be used, I rolled 1d8 and got an 8. So I know that I'll be using the fourth naming convention. I roll on the two tables as instructed and came up with a tavern/brothel named... "The Squirrel's Cup".

With all of that taken care of, I can move on to the last step which will be determining the ruler of the city. I could add more nobles if I needed to, but for right now, I'll just stick to the one.

Rolling 1d100 I see that the noble in charge of this city is "Friendly and Well Meaning". Taking everything else into account I think this

I'm Never Sure what to put on the last page.

Thank you very much for checking out my city builder. If you liked it, you should check out my cowboy role playing game Devil's Crossroad or the western setting The Burning Plains. I have also made some dungeon tile sets.

Also, I will be releasing my first fantasy role playing game Raven of the Scythe summer 2017, if you would like to check that out too.

Again, thank you very much for supporting my work. I hope you found it enjoyable and useful.

Happy Gaming.

-James

