

WOE TO THE WICKED

Party Sheet • Party, route and shared resources

PARTY AND CURRENT OBJECTIVE

Party / campaign

Quest / rank / objective

Player / character

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Role / relevant capabilities

SHARED RESOURCES AND TRAVEL

Shared Gold / resource quantities / custodian

Transport / carry limits / location / upkeep

Route / destination / supplies / known dangers / escape

Progress / unresolved threats / next preparations

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Party Sheet • Stronghold improvements and upkeep

STRONGHOLD

Name / location / base functionality

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NEW ADDITIONS AND FUNCTIONALITY

Improvement / staff	Function / bonus	Upkeep / payment	Frequency / due

FORTIFICATIONS AND DEFENSE

Improvement / staff	Function / bonus	Upkeep / payment	Frequency / due

STAFF BONUSES AND PAYMENTS

Improvement / staff	Function / bonus	Upkeep / payment	Frequency / due

Setup / repairs / transport / unpaid obligations

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Party Sheet • Contacts and settlement impact

CONTACTS AND ASSOCIATES

One shared roster. Character-specific associates may stay on that player’s sheet. Record location and transport if staffing a Stronghold.

Name / role	Location	Access / obligation	Transport / cost

SETTLEMENT REPUTATION AND ECONOMIC IMPACT

Settlement	Reputation	Economic impact	Reason / date / ongoing effect

Relationships / evidence / unresolved obligations