

# ReconQuest

## Campaign History Sheet

[illegible]

Game Master:\_\_\_\_\_

[illegible]

# ReconQuest

## Expert Spells Sheet

Character's Name: \_\_\_\_\_

[illegible]

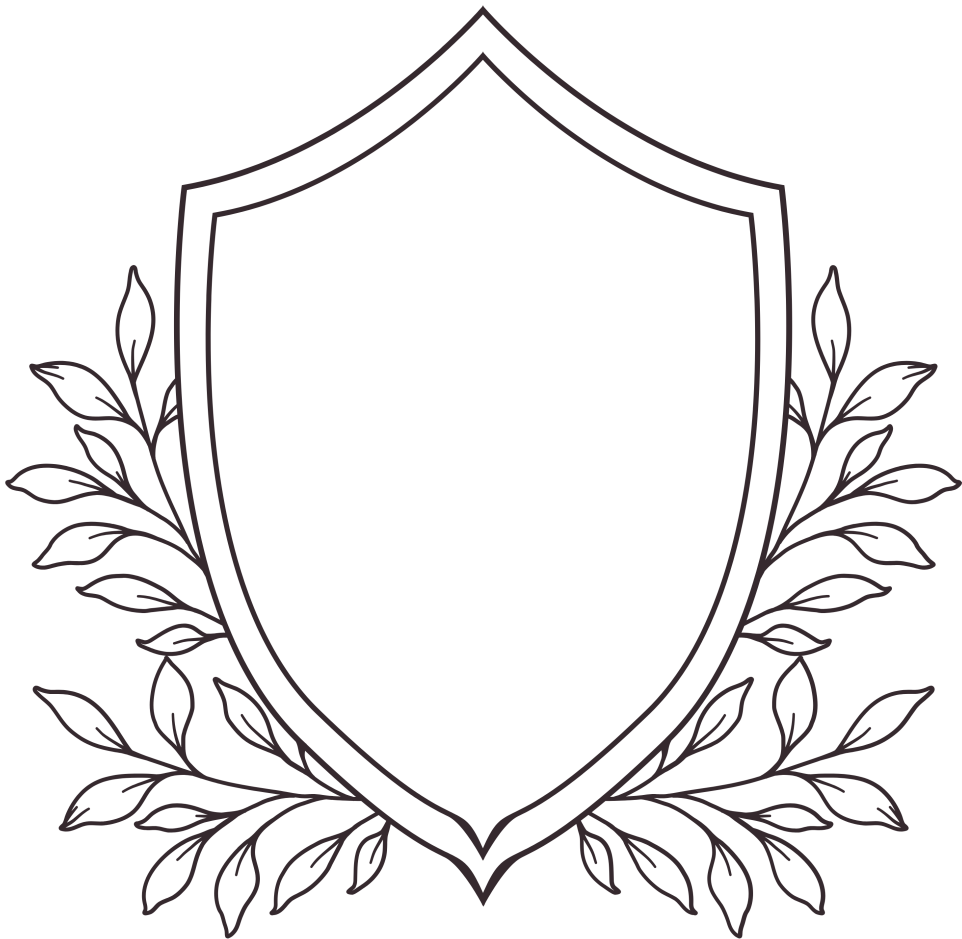
# ReconQuest

## Family (Tribe) Sheet



(= Based on Name of the First Player Character)

	Children (Name, Character Role, Sex, Birthday, Type)
Wife/Husband: _____	_____
Concubine: _____	_____
Concubine: _____	_____
Concubine: _____	_____
Concubine: _____	_____
Other: _____	_____
Siblings: _____	Notes: _____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____



# ReconQuest

## Hex Sheet

Terrain Type: \_\_\_\_\_ Hex ID: \_\_\_\_\_ Settlement name (if any): \_\_\_\_\_

Influence Cost: \_\_\_\_\_ Hex Income: \_\_\_\_\_ Food Resources: \_\_\_\_\_

Special Hex Additional Income: \_\_\_\_\_ Additional Food Resources: \_\_\_\_\_

Notes (fortifications, etc.): \_\_\_\_\_

---

---

---

---

---

### Additional Resources:

\_\_\_\_\_ Income: \_\_\_\_\_ Guaranteed Exploitation (in months): \_\_\_\_\_

\_\_\_\_\_ Income: \_\_\_\_\_ Guaranteed Exploitation (in months): \_\_\_\_\_

\_\_\_\_\_ Income: \_\_\_\_\_ Guaranteed Exploitation (in months): \_\_\_\_\_

\_\_\_\_\_ Income: \_\_\_\_\_ Guaranteed Exploitation (in months): \_\_\_\_\_

\_\_\_\_\_ Income: \_\_\_\_\_ Guaranteed Exploitation (in months): \_\_\_\_\_

### Garrison:

\_\_\_\_\_ #: \_\_\_\_\_

\_\_\_\_\_ #: \_\_\_\_\_

\_\_\_\_\_ #: \_\_\_\_\_

\_\_\_\_\_ #: \_\_\_\_\_

\_\_\_\_\_ #: \_\_\_\_\_

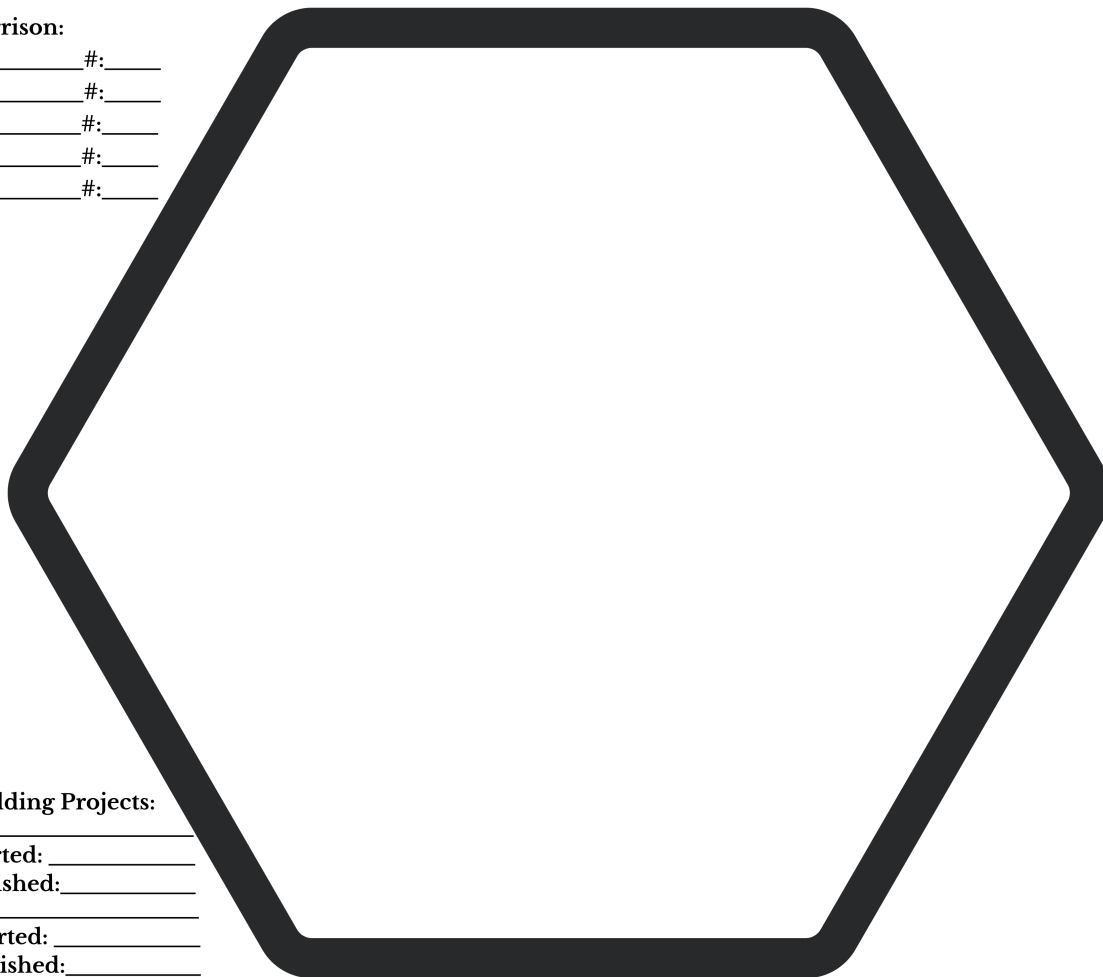
### Building Projects:

\_\_\_\_\_ Started: \_\_\_\_\_

\_\_\_\_\_ Finished: \_\_\_\_\_

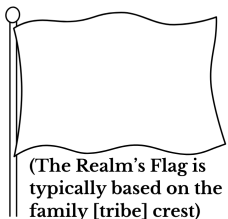
\_\_\_\_\_ Started: \_\_\_\_\_

\_\_\_\_\_ Finished: \_\_\_\_\_



# ReconQuest

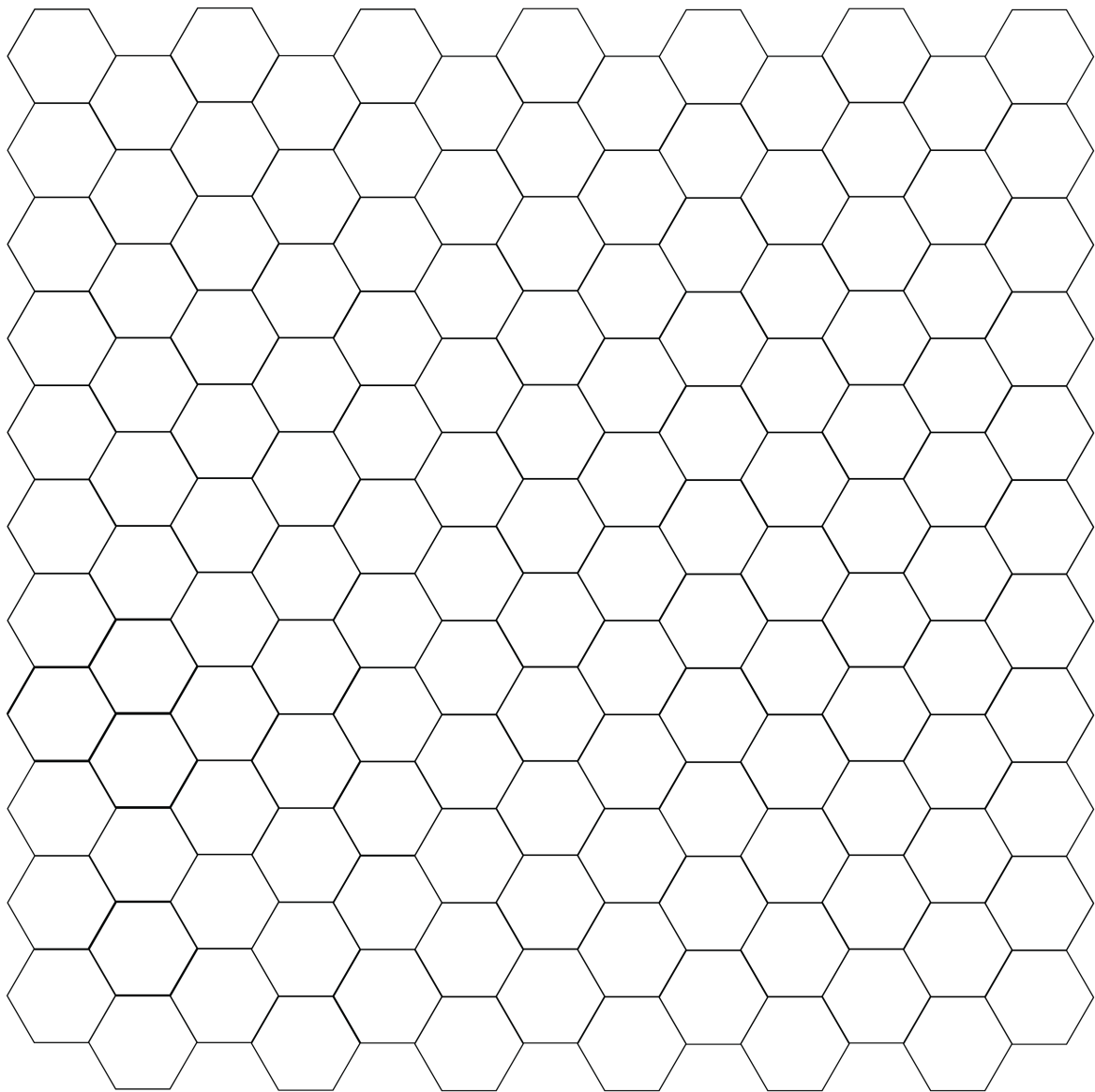
## Realm Sheet



Realm's Name: \_\_\_\_\_ Ruler's Name: \_\_\_\_\_

(Allodial hexes should be marked with a little A in the top right corner of hex)

(Claimed hexes should be marked with a little C in the top left corner of hex)



Building Projects: _____	Building Projects: _____	Building Projects: _____	Building Projects: _____
Started: _____	Started: _____	Started: _____	Started: _____
Finished: _____	Finished: _____	Finished: _____	Finished: _____

# ReconQuest

## Settlement Sheet

Name: \_\_\_\_\_ Hamlet ☐ Village ☐ Town ☐ City ☐ Administrator: \_\_\_\_\_

Terrain Type: \_\_\_\_\_ Hex ID: \_\_\_\_\_ Population (Influence): \_\_\_\_\_

Food Resources Needed: \_\_\_\_\_ Tax Income: \_\_\_\_\_ (Monthly ☐ Annual ☐)

Wages: \_\_\_\_\_ (Monthly ☐ Annual ☐)

Food Resources in Settlement: \_\_\_\_\_ Treasury: \_\_\_\_\_

Large Scale Trade Income: \_\_\_\_\_ (from trade with: \_\_\_\_\_)

Large Scale Trade Income: \_\_\_\_\_ (from trade with: \_\_\_\_\_)

Large Scale Trade Income: \_\_\_\_\_ (from trade with: \_\_\_\_\_)

Prisoners: \_\_\_\_\_ Slaves: \_\_\_\_\_

Temples for (Deity Name) in Settlement: \_\_\_\_\_

Known Factions in Settlement: \_\_\_\_\_

Notes: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Garrison:

\_\_\_\_\_ #: \_\_\_\_\_

\_\_\_\_\_ #: \_\_\_\_\_

\_\_\_\_\_ #: \_\_\_\_\_

\_\_\_\_\_ #: \_\_\_\_\_

\_\_\_\_\_ #: \_\_\_\_\_

Building Projects:

Started: \_\_\_\_\_

Finished: \_\_\_\_\_

\_\_\_\_\_

Started: \_\_\_\_\_

Finished: \_\_\_\_\_

(Registered Claims)

93



# ReconQuest

## The Geologist's Guild Sheet

(Registered Special Resources)

[illegible]