

\*A blank table to be printed or filled out can be found at the end (on page 4)

Type of Settlement	
Size of Settlement	
Well-known for	
Notable Areas	

Types of Settlements examples: Village, Town, City, Metropolis (Medieval: Hamlet, Village, Town, Castle Town)

Size of Settlement examples: Tiny, Small, Average, Large, Huge, Sprawling (you can decide how small or large the place is based on m<sup>2</sup> or km<sup>2</sup>)

Well-known for examples: corrupt police, high crime rates, excellent trade prices, a particular food item, crop, or novelty, etc.

Notable Areas: a prestigious Cathedral, a particular landmark, sporting arenas, entertainment or commercial districts, etc.

General	
Financial status	
Local government	
Type of government	
Growth / development	
Public services	
Crime rate	
Cost of living	
Employment prospects	
Public transport	

Financial Status examples: in debt, low, comfortable, increasing, decreasing (consider this as how much money the city has to work with for development and improvement)

Local government: competent, bad track record, corrupt, incompetent, strong, poorly managed, disliked, well managed, viewed favorably (consider this as how the citizens view the government)

Type of government: democratic, authoritarian, oligarchy, monarchy, theocracy, totalitarian, socialist, communist, etc.

Growth / development: stagnant, slow, rare, rapid, strong, steady, shrinking (consider this to be how the city is growing and developing)

Public services: good, very affordable, very expensive, bad, mostly nonexistent (likely privatized), reliable, unreliable, few, abundant etc. (consider this as the number of services available to the public and / or how easy they are to access – there are two possibilities)

Crime rate: increasing, out of control, rampant, nonexistent, controlled, minimal, within acceptable parameters, average, decreasing

Cost of living: high, average, low, affordable, expensive, very expensive, exorbitant, cheap

Employment prospects: good, bad, average, very good, very bad (a generic way of saying how likely people are to find work in the city)

Public transport (similar to public services): good, inefficient, terrible, efficient, excellent, reliable, very affordable, cheap, expensive, unreliable, bad, mediocre

Appearance	
Overall appearance	
Terrain	
Urban area	
General construction level	
General level of upkeep	
General street condition	

Overall appearance: crowded, towering, flat, typical, historic, dull, angular (this is more about the visual appearance of the city itself as far as architecture goes)

Terrain: flat, hilly, plains, desert, forested, mountainous, marshy, coastal, tundra, arctic, underground (this references the type of land the city was built on)

Urban area: refers to how much of the space is taken up by dense population and commercial and industrial districts especially. It does include suburbs to an extent but does not include rural areas (farmland / agricultural land and unoccupied space)

General construction level: hastily built, well-built, poorly built, adequate, run-down, bad, (partially) unfinished, falling apart / breaking down (this references the quality of the construction in the city – does the builder care about lasting power or the cheaper the better with constant renovation and repairs needed?)

General level of upkeep: well-maintained, run-down, shoddy, dilapidated, adequate, excellent, poorly maintained, increasing (in the process of repair and renovation / revitalization), decreasing (in the process of falling into ruin or breaking down) [this references how well the buildings are maintained – even if they're cheap, do they still look nice?]

General street condition: well-kept in some places but lacking in others, full of pot holes and worn down, pristine, well-kept, always filthy, often filthy, quite clean, often cleaned, somewhat maintained, like new (this references the general appearance of the streets as well as the overall condition)

People	
Population	
Level of contentment	

Racial diversity	
Attitudes towards visitors	
Regional accent	

Population: disproportionately large, small but increasing, large but decreasing, disproportionately small, large, average (this references the general number of people in the city – is it stable? Increasing? Decreasing? Densely populated or sparsely populated? – you can also add numbers to help give an idea)

Level of contentment (how satisfied are the citizens in general?): proud, unhappy, content, dissatisfied, displeased, apathetic

Racial diversity: monoculture (one cultural identity or ethnicity); x% majority of a certain race (60% white, 30% black, etc.); diverse (many different races – there may be a clear majority but it's obvious many races mix in large numbers); slightly mixed (more tribal in their organization with some crossover into other races); segregated (different races but they're clearly separated, either by law or unspoken decree); indigenous people only (the natives of your land or area only / primarily); multicultural (many different ethnicities and races that may interact and engage freely – the most inclusive populous)

Attitudes towards visitors: tolerant, wary, indifferent, intolerant, friendly, welcoming, prejudiced, hostile (how the people of the city feel towards outsiders or new visitors / guests)

Regional accent: neutral, unintelligible, very strong, distinctive, mild, famous (how easily are people from this area understood relative to people from other areas – like the difference between the various accents in the UK or America where the main language is the same, but the accent or dialect can make communicating... interesting depending on where you're from)

Other possible options include:

Education	
Breakdown of demographics	
Media	
Military	
Geographical attractions	
Other entertainment attractions	

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