			LEADERSHIP ROLES		
			Ruler CHA	ECO LOY STA	
			Baron, Duke, King or Queen- If vacant, kingdom fails all command rolls and cannot claim or develop hexes Spouse CHA ÷ 2		
			Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1unrest		
			Heir CHA ÷ 2 Prince, Princess or favored subject – May rule if the Ruler is absent, but must pass loyalty check or unrest +1unrest		
Good: +2Loyalty Lawful: +2Economy			Councelor WIS or CHA	•	
Chaotic: +2Loyalty Neutral: +2Stability Evil: +2Economy			amp atta		
		***	Commands the army- If vacant, -4loyalty		
2	□ None	EDICTS	Grand Diplomat Oversees international relations—If vacant, -2stability and cannot issue Diplomatic or Exploration Edicts		
PROMOTIONS	□ None□ Token	-1stability +1stability, +1bpconsumption	High Priest WIS or CHA	-	
	☐ Standard	+2stability, +2bpconsumption	Guides religious worship – If vacant, -2loyalty and stability, and +1unrest at upkeep Magister INT or CHA		
	☐ Aggressive☐ Expansionist	+3stability, +4bpconsumption +4stability, +8bpconsumption	Guides higher learning and magic – If vacant, -4economy	T	
TAXATION	□ None	+1loyalty	- Marshal DEX or WIS Enforce rural justice - If vacant, -4economy	•	
	☐ Light	+1economy, -1loyalty	Royal Enforcer STR or DEX	-	
	□ Normal□ Heavy	+2economy, -2loyalty +3economy, -4loyalty	Enforce law and order- If present, -1unrest at upkeep Spymaster DEX or INT		
	☐ Overwhelming	+4economy, -8loyalty	Intelligence – If vacant, -4economy and +1unrest at upkeep		
FESTIVALS	□ None	-1loyalty	Treasurer INT or WIS Collect taxes and manage finances – If vacant, -4economy and kingdom can't levy taxes	•	
	□ 1	+1loyalty, +1bpconsumption	Viceroy INT or WIS ÷ 2		
	□ 6 □ 12	+2loyalty, +2bpconsumption +3loyalty, +4bpconsumption	Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit		
臣	□ 24	+4loyalty, +8bpconsumption	Warden STR or CON Leads kingdom's defenses – If vacant, -4loyalty and -2stability		
ECONOMY Alignment Promotions Taxation Festivals Settlements Resources Leadership Vacancies Unrest Misc ECO =				Temp	
				+	
LOY = + N/A + + +			+ + + + + + +	+	
STABILITY					
	STA =	+ + N/A	<u> </u>	_ [+	
*	KINGDOM MANAGEMENT STABILITYOn success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unre☐ 1 bp ★ KINGDOM SIZE 0-25				
UPKEEP	SPENDING	Promotions Festivals Misc	The number of 12-mile 26-10	5 □ Barony 00 □ Duchy	
		= + +	hexes the kingdom controls 101–	☐ Kingdom	
	□ IN SUMMER		DODIN ATION Size	Total City Population	
	OF The state of th	= + - (× 2) = (250 ×) +		
	bp in winter		COMMAND DC Size Districts	Misc	
	BSNC W	= + -	= 20 + +	+	
			UNREST LEVEL	- ·	
	+1 unrest for each attribute (Economy, Loyalty, or Stability) that is negative Royal enforcer can reduce unrest by 1, but must then make a loyalty check or lose 1 loyalty If unrest is more than 10, abandon a hex Penalty applies to economy, loyalty From 10, begin to lose control of he From 20, all saves drop to 0 and kin			es	
	If unrest reaches	20, the kingdom falls into anarchy			
EDICTS		RSHIPAdjust kingdom rolls			
	HEXESClaim and a		per turn bp =		
	TERRAINBuild fa	irms, roads, mines, etc.	per turn bp =		
	SETTLECreate ne	w towns	per turn , bp = TREASURY		
	BUILDINGSAdd	buildings to towns	per turn bp = TREASORY		
	MILITARY Create	e armed units (comes from allocation for	settling towns) , bp = Treasury funds	bp	
INCOME	WITHDRAWGain 2000gp per bp. Increase unrest by 1, then make a loyalty check bp =				
	DEPOSIT 4000gp	in trade goods and treasure nets 1bp	bp •		
	OTHER INCOM		bp		
	Kingdom's Income =	Economy Roll ÷ 3	bp	J	