

Good: +2Loyalty

Chaotic: +2Loyalty

Lawful: +2Economy

Neutral: +2Stability

Evil: +2Economy

EDICTS	
PROMOTIONS	<input type="checkbox"/> None -1stability
	<input type="checkbox"/> Token +1stability, +1bpconsumption
	<input type="checkbox"/> Standard +2stability, +2bpconsumption
	<input type="checkbox"/> Aggressive +3stability, +4bpconsumption
	<input type="checkbox"/> Expansionist +4stability, +8bpconsumption
TAXATION	<input type="checkbox"/> None +1loyalty
	<input type="checkbox"/> Light +1economy, -1loyalty
	<input type="checkbox"/> Normal +2economy, -2loyalty
	<input type="checkbox"/> Heavy +3economy, -4loyalty
	<input type="checkbox"/> Overwhelming +4economy, -8loyalty
FESTIVALS	<input type="checkbox"/> None -1loyalty
	<input type="checkbox"/> 1 +1loyalty, +1bpconsumption
	<input type="checkbox"/> 6 +2loyalty, +2bpconsumption
	<input type="checkbox"/> 12 +3loyalty, +4bpconsumption
	<input type="checkbox"/> 24 +4loyalty, +8bpconsumption

ECONOMY	Alignment	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Misc	Temp
ECO =		+ N/A	+	+ N/A	+	+	+	-	-	+	+
LOY =	+	+ N/A	+	+	+	+	+	-	-	+	+
STA =	+	+	+	+ N/A	+	+	+	-	-	+	+

STABILITY

On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unre

SPENDING

Promotions Festivals Misc

IN SUMMER

Size Towns Farms

IN WINTER

Size Towns Farms

UNREST

+2 unrest if the treasury is empty
+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
If unrest reaches 20, the kingdom falls into anarchy

ASSIGN LEADERSHIP

Adjust kingdom rolls

HEXES

Claim and abandon hexes

TERRAIN

Build farms, roads, mines, etc.

SETTLE

Create new towns

BUILDINGS

Add buildings to towns

MILITARY

Create armed units (comes from allocation for settling towns)

WITHDRAW

Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check

DEPOSIT

4000gp in trade goods and treasure nets 1bp

OTHER INCOME

TAX

Kingdom's Income = Economy Roll ÷ 3

KINGDOM SIZE

0-25 26-100 101-

KINGDOM POPULATION

Size

COMMAND DC

Size Districts Misc

UNREST LEVEL

Penalty applies to economy, loyalty and stability
From 10, begin to lose control of hexes
From 20, all saves drop to 0 and kingdom cannot act

TREASURY

Treasury funds

LEADERSHIP ROLES

Ruler

Baron, Duke, King or Queen- If vacant, kingdom fails all command rolls and cannot claim or develop hexes

Spouse

Queen Consort or Prince Consort- May rule if the Ruler is absent. but must pass loyalty check or +1unrest

Heir

Prince, Princess or favored subject - May rule if the Ruler is absent. but must pass loyalty check or unrest +1unrest

Councilor

Liaises with the people- If vacant, -2loyalty, +1unrest at upkeep and no bonus from festivals

General

Commands the army- If vacant, -4loyalty

Grand Diplomat

Oversees international relations- If vacant, -2stability and cannot issue Diplomatic or Exploration Edicts

High Priest

Guides religious worship - If vacant, -2loyalty and stability, and +1unrest at upkeep

Magister

Guides higher learning and magic - If vacant, -4economy

Marshal

Enforce rural justice - If vacant, -4economy

Royal Enforcer

Enforce law and order- If present, -1unrest at upkeep

Spymaster

Intelligence - If vacant, -4economy and +1unrest at upkeep

Treasurer

Collect taxes and manage finances - If vacant, -4economy and kingdom can't levy taxes

Viceroy

Ruler of a colony or vassal state - May also take any role for colony, with 1 less benefit

Warden

Leads kingdom's defenses - If vacant, -4loyalty and -2stability

CHA

CHA ÷ 2

CHA ÷ 2

WIS or CHA

STR or CHA

INT or CHA

WIS or CHA

INT or CHA

DEX or WIS

STR or DEX

DEX or INT

INT or WIS

INT or WIS ÷ 2

STR or CON

ECO

LOY

STA