| Ruler Spouse CHA Spouse CH | | | | × | LEADERSHIP ROLES | | | | | | |
|--|---|-------------------------|---|----------------------------|--|------------------------|-----------------|-----------------|-----------|-------------|--|
| Spouse Cock - 42 corelly | | | | Ruler | | | | | CHA | ECO LOY STA | |
| Discontinued in Process Contents - Variety of the Polarizer advisers the mining and problems from a "Forest Contents - Variety of the plant of the process | | | | | | | | | | | |
| Heir Strate Processor | ~ | | | 7 | e Consort - May rule if the Ruler is | s absent. but must | pass loyalty ch | | HA ÷ 2 | | |
| Council + 2 Council Counci | | | | 1 | Heir CHA ÷ 2 | | | | | | |
| Precision 42 (astability Precision 12 (astab | | | Lawful: +2Fconomy | _ | ored subject – May rule if the Rule | er is absent. but mu | st pass loyalty | | | | |
| Distance Page Pag | Good: +ZLoyalty | | | Oddilocidi | – If vacant, -2loyalty, +1unrest at | upkeep and no bon | us from festiva | | CHA | T | |
| EDICIS Them | Chaotic: +2Loyalty Evil: +2Economy | | | | | | | STR o | or CHA | | |
| Secondary Standard | | | EDICTS | · · | | | | INT | r CHA | | |
| None +1 loyally | SI | ☐ None | | orana Dipiomat | | nd cannot issue Dip | omatic or Expl | loration Edicts | | | |
| None +1 loyally | LION | □ Token | +1stability, +1bpconsumption | | in the same of such and stability | Ca | | WIS o | or CHA | | |
| None +1 loyally | MO | | | | p – If vacant, -Zloyalty and stabil | ity, and +Tunrest at | иркеер | INT o | r CHA | | |
| None +1 cyconomy - 1 cycle | PRO | | | | and magic - If vacant, -4economy | у | | | | | |
| Stability Stab | | □ None | | | fuscant Assonomy | | | DEX o | or WIS | • | |
| None -Iloyalty | ION | | * * | | | | | | r DEX | | |
| None -Iloyalty | XAT | | +3economy, -4loyalty | | Enforce law and order – If present, -1unrest at upkeep | | | | | | |
| None | TAX | | | | -Aeconomy and +Tunrect at univ | een | | DEX o | r INT | | |
| 1 | | | | | , reconomy and ramest at apro | сер | | INT o | or WIS | • | |
| CONDMY Alignment Promotions Taxation Festivals Settlements Resources Leadership Vacancies Unrest Misc Temp | TS | | * * | | ge finances – If vacant, -4econor | my and kingdom ca | | | TT0 - | | |
| CONDMY Alignment Promotions Taxation Festivals Settlements Resources Leadership Vacancies Unrest Misc Temp | IΙΛ | | , | | sal state – May also take any role | e for colony with 1 l | | NT or W | /1S ÷ 2 | | |
| CONDMY Alignment Promotions Taxation Festivals Settlements Resources Leadership Vacancies Unrest Misc Temp | FES | | | | sur state may also take any role | c for colony, with 1 i | coo benent | STR o | r CON | | |
| ECO | ~ | | | | | | | | | | |
| LOYALTY LOY = | ECONOMI | | | | | | | | | Temp | |
| STABILITY STA = + N/A + + + + + + + + + + + + + + + + + + + | ECO = 1 N/A + N/A + + + + + + + + + + + + + + + + + + + | | | | | | | + | + | | |
| STABILITY STA = + | | | | | | | | | | | |
| STA = + + | | | + N/A + + | + + | _+_+ | + | | | + | + | |
| STABILITYOn success, -1 unrest or add 1 bp; on failure, +1 unrest; on failure by 4, +d4 unrest 1 bp + KINGDOM SIZE 0-25 Barony The number of 12-mile 26-100 Duchy hexes the kingdom controls 101 - Kingdom Total City hexes the kingdom controls 101 - Kingdom Total City Population Size Towns Farms Size Si | | | dr. | | | | | | | | |
| STABILITYOn success, -1 unrest or add 1 bp, on failure, +1 unrest; on failure by 4, +d4 unrest | | STA = 13 7 | <u> </u> | TT_ | | | | | т | _ [+ | |
| SPENDING Promotions Festivals Misc The number of 12-mile 26-100 Duchy leaves the kingdom controls 101- Kingdom kingdom controls 101- Kingdom kingdom controls 101- Kingdom | | | | | | | | | | # (| |
| hexes the kingdom controls 101- | | | | nrest; on failure by 4, +d | 4 unrest □ 1 bp + | KINGDOM | - | er of 12-mile | | , | |
| IN SUMMER Size Towns Farms Size Towns Farms Si | | SPENDING | | | | | | | ols 101- | ☐ Kingdom | |
| The solution of the state of th | | | | | bp = | | ON | Si | 70 | | |
| +2 unrest if the treasury is empty +2 unrest fit the treasury is empty H 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 LEADERSHIPAdjust kingdom rolls HEXESClaim and abandon hexes per turn bp SETTLECreate new towns per turn bp MILITARYCreate armed units (comes from allocation for settling towns) WITHDRAWGain 2000gp per bp. Increase unrest by 1, then make a loyalty check DEPOSIT4000gp in trade goods and treasure nets 1bp OTHER INCOME 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 Treasury funds DEPOSIT4000gp in trade goods and treasure nets 1bp OTHER INCOME | | IN SUMMER | R Size Towns Farms | ` | | AAA | | |) + | Population | |
| +2 unrest if the treasury is empty +2 unrest fit the treasury is empty H 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 LEADERSHIPAdjust kingdom rolls HEXESClaim and abandon hexes per turn bp SETTLECreate new towns per turn bp MILITARYCreate armed units (comes from allocation for settling towns) WITHDRAWGain 2000gp per bp. Increase unrest by 1, then make a loyalty check DEPOSIT4000gp in trade goods and treasure nets 1bp OTHER INCOME 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 Treasury funds DEPOSIT4000gp in trade goods and treasure nets 1bp OTHER INCOME | EP | MA bp | = + -(| ×2) | | | (2 | 50 ^ | | | |
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| +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 LEADERSHIPAdjust kingdom rolls HEXESClaim and abandon hexes per turn bp TERRAINBuild farms, roads, mines, etc. per turn bp SETTLECreate new towns per turn bp MILITARYCreate armed units (comes from allocation for settling towns) WITHDRAWGain 2000gp per bp. Increase unrest by 1, then make a loyalty check DEPOSIT4000gp in trade goods and treasure nets 1bp OTHER INCOME 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 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 Treasury funds DEPOSIT4000gp in trade goods and treasure nets 1bp OTHER INCOME | | NOS ** bp | = + - | | | | = 20 + | • 🔘 • | ŀ | + | |
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| DEPOSIT4000gp in trade goods and treasure nets 1bp OTHER INCOME DEPOSIT4000gp in trade goods and treasure nets 1bp bp + | | MILITARYCreate | armed units (comes from allocation for set | tling towns) | bp = | Treasury | Tunds | | , , | bp | |
| DEPOSIT4000gp in trade goods and treasure nets 1bp OTHER INCOME bp • | OME | WITHDRAWGain | n 2000gp per bp. Increase unrest by 1, then | make a loyalty check | , bp = | | | | | 7 | |
| OTHER INCOME | | DEPOSIT 4000gp i | in trade goods and treasure nets 1bp | | bp 🛨 | | | | | | |
| | NCC | OTHER INCOM | E | | , bp • | | | | | | |
| Kingdom's = Economy Roll ÷ 3 | | Kingdom's | Economy ÷ 3 | | bp • | | | | | | |