

Good: +2 Loyalty

Chaotic: +2 Loyalty

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

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

LEADERSHIP ROLES

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

SpouseCHA ÷ 2Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

HeirCHA ÷ 2Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest

CouncilorWIS or CHALiaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals

GeneralSTR or CHACommands the army – If vacant, -4 loyalty

Grand DiplomatINT or CHAOversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts

High PriestWIS or CHAGuides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep

MagisterINT or CHAGuides higher learning and magic – If vacant, -4 economy

MarshalDEX or WISEnforce rural justice – If vacant, -4 economy

Royal EnforcerSTR or DEXEnforce law and order – If present, -1 unrest at upkeep

SpymasterDEX or INTIntelligence – If vacant, -4 economy and +1 unrest at upkeep

TreasurerINT or WISCollect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes

ViceroyINT or WIS ÷ 2Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit

WardenSTR or CONLeads kingdom's defences – If vacant, -4 loyalty and -2 stability

ECO

LOY

STA

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

KINGDOM MANAGEMENT

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

SPENDING Promotions Festivals Misc

IN SUMMER IN WINTER

UNREST

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

POPULACE

KINGDOM SIZE 0-25 26-100 101- Barony Duchy Kingdom

KINGDOM POPULATION

COMMAND DC

UNREST LEVEL

TREASURY

Treasury funds