			LEADERSHIP ROLES							
			Ruler						CAR	ECO LOY STA
			Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes							
~			Spouse						R ÷ 2	
			Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest Heir CAR							-
Lawful: +2Economia			Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty Councilor					SAB ou		
Bom +2Leal Neutra: +2Estabilidade			Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festi							T
Caótico: +2Leal Evil: +2 Economy			General Commands the army – If vacant, -4 loyalty					FOR ou	CAR	
•		EDICTS	Grande Diplomat	a				INT ou	CAR	
S	□ Nenhum	-1estabilidade	Oversees international re	lations – If vacant, -2 s	stability a	nd cannot issue Di	olomatic or Expl			
PROMOÇÕES	☐ Ficha	+1 stability, +1bp consumption	High Priest Guides religious worship – If vacant, -2 loyalty and stability			ity and ±1 unroot a	t unkoon	SAB ou	CAR	
MO	□ Padrão	+2 stability, +2bp consumption		Magister				INT ou	CAR	
PRO	☐ Agressivo☐ Expansionist	+3 stability, +4bp consumption +4 stability, +8bp consumption	Guides higher learning and magic – If vacant, -4 economy					1141 00	OZZZ	T
_	Lxpansionist	+4 Stability, + obb Consumption	Marshal					DES ou	SAB	•
Z	□ Nenhum	+1lealdade	Enforce rural justice – If	vacant, -4 economy						
TAXATION	□ Light	+1economia, -1lealdade	Royal Enforcer					FOR ou	DES	-
X	□ Normal□ Pesado	+2economia -2lealdade +3economia, -4lealdade	Enforce law and order – If present, -1 unrest at upkeep Spymaster					DES ou	INT	
T/	□ Overwhelming			4 economy and +1 unre	est at upk	сеер		DLO OU		
	- Nonhous		Treasurer					INT ou	SAB	
IIS	□ Nenhum □ 1	-1lealdade +1 loyalty, +1bp consumption	Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes							
IV	□ 6	+2 lovalty +2hn consumption Viceroy						IT ou SA	B ÷ 2	•
FESTIVAIS	□ 12	+3lealdade, +4bpconsumo	Ruler of a colony or vassal state — May also take any role for colony, with 1 less benefit Warden				ess benefit	FOR ou	CON	
1	□ 24	+4 loyalty, +8bp consumption	Leads kingdom's defence	es – If vacant, -4 loyalty	y and -2 s	stability		TOIX ou	COIN	
ECONOMY Alinhamento Promoções Taxation Festivais Settlements						Leadersh	ip Vacancie	es Unrest	Outros	Temporário
	ECO = O	2 + N/A + + N/A	+ +	+ +	+	+	_	_	+	+
	YALTY		· — · —				_	_	-	
	LOY = 🔷	+ N/A + + +	++	_++		_+			+	+
	FABILIDADE									
2	STA = 1:4 3	* + + N/A	+ _ +	+ +	·	+			+	+
KINGDOM MANAGEMENT						X	P	OPULAÇÃ	0	*
	STABILITY On	success, -1 unrest or add 1bp; on failure, +1 u	unrest; on failure by 4, +c	d4 unrest 🗆 1	PC 🛨	TAMANHO	DO REIN	0	0-25	☐ Barony
	GASTANDO	Promoções Festivais Outros					The number	of 12-mile ngdom control		Duchy
		= + +			DC =	200000000000000000000000000000000000000	-		5 101-	□ Reino
				, , , , ,	PC =	POPULAÇÂ	O DO REI	NO Taman	ho	Total City Population
	NO VERÃO	Tamanho Cidades Fazendas	`			222	= (2		·) .	2
UPKEEP	PC IN WINTER	= + - (× 2)				(2:	, v	/ + .	'П'
	IN WINTER	Tamanho Cidades Fazendas	• •			COMMANI	D DC	Tamanho	Distritos	Outros
	S * PC	= + -					= 20 +	+		+
	₹ PU				PC =					
		reasury is empty ch attribute (Economy, Loyalty or Stability) tha	at ic pogativo	UNREST LEVEL is negative				applies to economy, loyalty and stability		
	Royal enforcer ca	an reduce unrest by 1, but must then make a	valty check or lose 1 lovalty From 10,				From 10, b	begin to lose control of hexes all saves drop to 0 and kingdom cannot act		
		than 10, abandon a hex					From 20, a	I saves drop to	0 and kingd	om cannot act
	If unrest reaches 20, the kingdom falls into anarchy									
EDICTS	ASSIGN LEADE	CRSHIP Adjust kingdom rolls								
	HEXES Claim and	d abandon hexes p	oor turno	_ ;)ı	PC =					
	TERRAIN Build	farms, roads, mines etc	oor turno		PC =					
	SETTLE Create	new towns			PC =					
	CONSTIDUIÇÕES Adicione construções os sided					`		'REASUR'	Y	1
	por turno									
	MILITARY Create armed units (comes from allocation for settling towns)				Treasury	funds		,	PC	
	WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check				PC =					7
ME	DEPOSIT 4000gp in trade goods and treasure nets 1bp				PC 🖶					
INCOME	OTHER INCOM	Œ			PC +					
II										
	Lucros do Reino =	Economy Roll ÷ 3		_	PC 🖶	\				Į