

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											
LOY											
STA											

STABILITY

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

☐ 1 bp +

SPENDING

Promotions Festivals Misc

= + +

bp

IN SUMMER

Size Towns Farms

bp = + - (× 2)

bp

IN WINTER

Size Towns Farms

bp = + -

bp

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

per turn

bp

TERRAIN

Build farms, roads, mines, etc.

per turn

bp

SETTLE

Create new towns

per turn

bp

BUILDINGS

Add buildings to towns

per turn

bp

MILITARY

Create armed units (comes from allocation for settling towns)

bp

WITHDRAW

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

bp

DEPOSIT

4000gp in trade goods and treasure nets 1bp

bp

OTHER INCOME

bp

TAX

Kingdom's Income = Economy Roll ÷ 3

bp

KINGDOM SIZE

0-25 ☐ Barony

26-100 ☐ Duchy

101- ☐ Kingdom

KINGDOM POPULATION

The number of 12-mile hexes the kingdom controls

Size

Total City Population

bp

COMMAND DC

Size Districts Misc

bp

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

bp

LEADERSHIP ROLES

Ruler

CHA

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

Councilor

WIS or CHA

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

General

STR or CHA

Commands the army- If vacant, -4loyalty

Grand Diplomat

INT or CHA

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

High Priest

WIS or CHA

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

Magister

INT or CHA

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

Marshal

DEX or WIS

Enforce rural justice - If vacant, -4economy

Royal Enforcer

STR or DEX

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

Spymaster

DEX or INT

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

Treasurer

INT or WIS

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

Viceroy

INT or WIS ÷ 2

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

Warden

STR or CON

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

ECO

LOY

STA