

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			CHA	ECO	LOY	STA
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 +1 unrest						
Heir			CHA ÷ 2			
Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest						
Councillor			WIS or CHA			
Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals						
General			STR or CHA			
Commands the army – If vacant, -4 loyalty						
Grand Diplomat			INT or CHA			
Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts						
High Priest			WIS or CHA			
Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep						
Magister			INT or CHA			
Guides higher learning and magic – If vacant, -4 economy						
Marshal			DEX or WIS			
Enforce rural justice – If vacant, -4 economy						
Royal Enforcer			STR or DEX			
Enforce law and order – If present, -1 unrest at upkeep						
Spymaster			DEX or INT			
Intelligence – If vacant, -4 economy and +1 unrest at upkeep						
Treasurer			INT or WIS			
Collect taxes and manage finances – If vacant, -4 economy 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 defences – If vacant, -4 loyalty and -2 stability						

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

KINGDOM MANAGEMENT				POPULACE				
UPKEEP	STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest <input type="checkbox"/> 1 bp +				KINGDOM SIZE 0-25 <input type="checkbox"/> Barony			
					26-100 <input type="checkbox"/> Duchy			
	SPENDING Promotions Festivals Misc				101- <input type="checkbox"/> Kingdom			
	IN SUMMER Size Towns Farms				Total City Population			
	IN WINTER Size Towns Farms							
EDICTS	UNREST +2 unrest if the treasury is empty				KINGDOM POPULATION = (250 ×) +			
	+1 unrest for each attribute (Economy, Loyalty or Stability) that is negative				UNREST LEVEL			
	Royal enforcer can reduce unrest by 1, but must then make a loyalty check or lose 1 loyalty				Penalty applies to economy, loyalty and stability			
	If unrest is more than 10, abandon a hex				From 10, begin to lose control of hexes			
	If unrest reaches 20, the kingdom falls into anarchy				From 20, all saves drop to 0 and kingdom cannot act			
INCOME	ASSIGN LEADERSHIP Adjust kingdom rolls				TREASURY			
	HEXES Claim and abandon hexes				Treasury funds			
	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								