

LEADERSHIP ROLES

☐ Barony ☐ Duchy ☐ Kingdom

Good: +2 Loyalty		Lawful: +2 Economy
Chaotic: +2 Loyalty		Neutral: +2 Stability
		Evil: +2 Economy

EDICTS

PROMOTIONS

- ☐ None -1 stability
- ☐ Token +1 stability, +1bp consumption
- ☐ Standard +2 stability, +2bp consumption
- ☐ Aggressive +3 stability, +4bp consumption
- ☐ 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

	Bonus to:	ECO	LOY	STA
Ruler If vacant, +4 unrest at upkeep and cannot claim hexes, establish farms, build roads or buy city districts	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spouse Queen Consort or Prince Consort	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Councilor Ensures the will of the people - If vacant, -2 loyalty +1 unrest at upkeep and no bonus from festivals	WIS or CHA		<input checked="" type="checkbox"/>	
General Commands the army - If vacant, -4 stability	STR or CHA			<input checked="" type="checkbox"/>
Grand Diplomat Oversees international relations - If vacant, -2 stability and cannot issue Promotion Edicts	INT or CHA			<input checked="" type="checkbox"/>
High Priest Guides religion - If vacant, -2 loyalty and stability and +1 unrest at upkeep	WIS or CHA			<input checked="" type="checkbox"/>
Magister Guides higher learning and magic - If vacant, -4 economy	INT or CHA	<input checked="" type="checkbox"/>		
Marshal Enforce rural justice - If vacant, -4 economy	WIS or CHA	<input checked="" type="checkbox"/>		
Royal Assassin Executioner and headsman - If present, -1 unrest at upkeep	WIS or CHA		<input checked="" type="checkbox"/>	
Spymaster Intelligence - If vacant, -4 economy and +1 unrest at upkeep	DEX or INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Treasurer Oversees finances - If vacant, -4 economy and kingdom can't levy taxes	INT or WIS	<input checked="" type="checkbox"/>		
Warden Leads kingdom's defences - If vacant, -4 loyalty and -2 stability	STR or CON		<input checked="" type="checkbox"/>	
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

KINGDOM ROLLS

ECONOMY	Alignment	Buildings	Edicts	Events	Leadership	Resources	Unrest	Cities	Misc	Temp	
ECO	=	+	+	-	+	-	+	+	+	-	+
LOYALTY											
LOY	=	+	+	-	+	-	+	+	+	-	+
STABILITY											
STA	=	+	+	-	+	-	+	+	+	-	+

SETTLEMENTS

[illegible]

POPULATION

KINGDOM SIZE

The number of 12-mile hexes that the kingdom controls

KINGDOM POPULATION

	= (250 ×) +
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COMMAND DC

<input type="text"/>	= 20 +
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UNREST LEVEL

Penalty applies to economy, loyalty and stability
From 10, begin to lose control of hexes
From 20, all saves down to 0 and kingdom cannot act

TREASURY

CONSUMPTION PER MONTH

	Size	Number of Cities	Farms
<input type="text"/> bp = + + Total Spending -			

Spending	Promotions	Festivals	Misc
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= + +

Treasury funds
 bp