

LEADERSHIP ROLES

☐ Barony ☐ Duchy ☐ Kingdom

Good: +2 Loyalty		Lawful: +2 Economy Neutral: +2 Stability Evil: +2 Economy
Chaotic: +2 Loyalty	BARON DUCHY KINGDOM	CHAOTIC LAWFUL NEUTRAL

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	CAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Spouse Queen Consort or Prince Consort	CAR	<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	SAG or CAR		<input checked="" type="checkbox"/>	
General Commands the army - If vacant, -4 stability	FOR or CAR			<input checked="" type="checkbox"/>
Grand Diplomat Oversees international relations - If vacant, -2 stability and cannot issue Promotion Edicts	INT or CAR			<input checked="" type="checkbox"/>
High Priest Guides religion - If vacant, -2 loyalty and stability and +1 unrest at upkeep	SAG or CAR			<input checked="" type="checkbox"/>
Magister Guides higher learning and magic - If vacant, -4 economy	INT or CAR	<input checked="" type="checkbox"/>		
Marshal Enforce rural justice - If vacant, -4 economy	SAG or CAR	<input checked="" type="checkbox"/>		
Royal Assassin Executioner and headsman - If present, -1 unrest at upkeep	SAG or CAR		<input checked="" type="checkbox"/>	
Spymaster Intelligence - If vacant, -4 economy and +1 unrest at upkeep	DES 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 SAG	<input checked="" type="checkbox"/>		
Warden Leads kingdom's defences - If vacant, -4 loyalty and -2 stability	FOR or COS		<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	Altro	Temporaneo	
ECO	=	+	+	-	+	-	+	+	+	-	+
LOYALTY											
LOY	=	+	+	-	+	-	+	+	+	-	+
STABILITY											
STA	=	+	+	-	+	-	+	+	+	-	+

SETTLEMENTS

[illegible]

POPULATION

KINGDOM SIZE

The number of 12-mile hexes that the kingdom controls

KINGDOM POPULATION

Total City Population

COMMAND DC

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

CONSUMPTION PER MONTH

Number of Cities Farms

bp = + + Total Spending -

Spending Promotions Festivals Altro

= + +

Treasury funds bp