

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	Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes	CHA				
Spouse	Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest	CHA ÷ 2				
Heir	Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest	CHA ÷ 2				
Councilor	Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals	WIS или CHA				
General	Commands the army – If vacant, -4 loyalty	STR или CHA				
Grand Diplomat	Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts	INT или CHA				
High Priest	Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep	WIS или CHA				
Magister	Guides higher learning and magic – If vacant, -4 economy	INT или CHA				
Marshal	Enforce rural justice – If vacant, -4 economy	DEX или WIS				
Royal Enforcer	Enforce law and order – If present, -1 unrest at upkeep	STR или DEX				
Spymaster	Intelligence – If vacant, -4 economy and +1 unrest at upkeep	DEX или INT				
Treasurer	Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes	INT или WIS				
Viceroy	Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit	INT или WIS ÷ 2				
Warden	Leads kingdom's defences – If vacant, -4 loyalty and -2 stability	STR или CON				

ECONOMY	Alignment	Promotions	Taxation	Festivals	Settlements	Resources	Leadership	Vacancies	Unrest	Прочее	Временный
ECO	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +
LOYALTY	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +
STABILITY	=	+ N/A	+ N/A	+ N/A	+ +	+ +	+ +	- -	- -	+ +	+ +

KINGDOM MANAGEMENT			POPULACE		
UPKEEP	STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest		KINGDOM SIZE		0–25 <input type="checkbox"/> Barony
	SPENDING Promotions Festivals Прочее		KINGDOM POPULATION		26–100 <input type="checkbox"/> Duchy
	IN SUMMER		COMMAND DC		101– <input type="checkbox"/> Kingdom
	IN WINTER		UNREST LEVEL		Total City Population
	UNREST		TREASURY		
EDICTS	ASSIGN LEADERSHIP Adjust kingdom rolls		HEXES Claim and abandon hexes		
	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		