





LEADERSHIP ROLES

☐ Barony ☐ Duchy ☐ Kingdom

Good: +2 Loyalty		Barony	Duchy	Kingdom		Lawful: +2 Economy Neutral: +2 Stability
		<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"/>		
Chaotic: +2 Loyalty		Barony	Duchy	Kingdom		Evil: +2 Economy
		<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"/>		

EDICTS

	None	1	2	3	4
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	None	+1 loyalty			
	Light	+1 economy, -1 loyalty			
	Normal	+2 economy, -2 loyalty			
	Heavy	+3 economy, -4 loyalty			
	Overwhelming	+4 economy, -8 loyalty			
FESTIVALS	None	-1 loyalty			
	1	+1 loyalty, +1bp consumption			
	6	+2 loyalty, +2bp consumption			
	12	+3 loyalty, +4bp consumption			
	24	+4 loyalty, +8bp consumption			

If vacant, +4 unrest at upkeep and cannot claim hexes, establish farms, build roads or buy city districts

Queen Consort or Prince Consort

Ensures the will of the people - If vacant, -2 loyalty +1 unrest at upkeep and no bonus from festivals

Commands the army - If vacant, -4 stability

Oversees international relations - If vacant, -2 stability and cannot issue Promotion Edicts

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

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

Enforce rural justice - If vacant, -4 economy

Executioner and headsman - If present, -1 unrest at upkeep

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

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

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

CAR ☐ ☐ ☐

CAR ☐ ☐ ☐

SAG or CAR

FOR or CAR

INT or CAR

SAG or **CAR**

INT or CAR

SAG or CAR

SAG or CAR

DES or INT

INT or SAG

FOR or COS

KINGDOM ROLLS

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

SETTLEMENTS

POPULATION

Settlement name	Population	Base Value	Defence	KINGDOM SIZE
				<div> <div></div> <div>The number of 12-mile hexes that the kingdom controls</div> </div>
				KINGDOM POPULATION <div> <div></div> <div> <div> <div></div> <div>Taglia</div> </div> <div> <div></div> <div>Total City Population</div> </div> </div> </div>
				<div> <div></div> <div> <div> <div></div> <div>250</div> </div> <div> <div></div> <div>×</div> </div> <div> <div></div> <div>Taglia</div> </div> </div> <div> <div></div> <div>+</div> </div> <div> <div></div> <div>Total City Population</div> </div> </div>
				COMMAND DC <div> <div></div> <div> <div></div> <div>20</div> </div> <div> <div></div> <div>+</div> </div> <div> <div></div> <div>Taglia</div> </div> </div>
				UNREST LEVEL <div> <div></div> <div> <div>Penalty applies to economy, loyalty and stability</div> <div>From 10, begin to lose control of hexes</div> <div>From 20, all saves drop to 0 and kingdom cannot act</div> </div> </div>
				TREASURY
				CONSUMPTION PER MONTH <div> <div></div> <div> <div> <div></div> <div>Taglia</div> </div> <div> <div></div> <div>Number of Cities</div> </div> </div> <div> <div></div> <div>Farms</div> </div> </div>
				<div> <div></div> <div>bp</div> <div>=</div> <div> <div></div> <div>+</div> </div> <div> <div></div> <div>+</div> </div> <div> <div></div> <div>Total Spending</div> </div> <div> <div></div> <div>-</div> </div> </div>
				<div> <div>Spending</div> <div>Promotions</div> <div>Festivals</div> <div>Altro</div> </div>
				<div> <div></div> <div>=</div> <div> <div></div> <div>+</div> </div> <div> <div></div> <div>+</div> </div> </div>
				<div> <div>Treasury funds</div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>bp</div> </div>