





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

	PROMOTIONS	TAXATION	FESTIVALS
	<input type="checkbox"/> None	<input type="checkbox"/> None	<input type="checkbox"/> None
	<input type="checkbox"/> Token	<input type="checkbox"/> Light	<input type="checkbox"/> 1
	<input type="checkbox"/> Standard	<input type="checkbox"/> Normal	<input type="checkbox"/> 6
	<input type="checkbox"/> Aggressive	<input type="checkbox"/> Heavy	<input type="checkbox"/> 12
	<input type="checkbox"/> Expansionist	<input type="checkbox"/> Overwhelming	<input type="checkbox"/> 24
	-1 stability	+1 loyalty	-1 loyalty
	+1 stability, +1bp consumption	+1 economy, -1 loyalty	+1 loyalty, +1bp consumption
	+2 stability, +2bp consumption	+2 economy, -2 loyalty	+2 loyalty, +2bp consumption
	+3 stability, +4bp consumption	+3 economy, -4 loyalty	+3 loyalty, +4bp consumption
	+4 stability, +8bp consumption	+4 economy, -8 loyalty	+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

General

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

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festivals

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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> <input type="text"/> </div> The number of 12-mile hexes that the kingdom controls
				KINGDOM POPULATION <div> Taglia Total City Population </div> <div> <input type="text"/> = (250 × <input type="text"/>) + <input type="text"/> </div>
				COMMAND DC <div> Taglia <input type="text"/> = 20 + <input type="text"/> </div>
				UNREST LEVEL <div> <input type="text"/> 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 </div>
				<div>TREASURY</div> CONSUMPTION PER MONTH <div> Number of Cities Farms </div> <div> <input type="text"/> bp = <input type="text"/> + <input type="text"/> + <input type="text"/> - <input type="text"/> </div> <div> Spending Promotions Festivals Altro </div> <div> <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> </div> <div> Treasury funds <input type="text"/> bp </div>