**Republic of Rohevan Aditya Dave** -(5 Aristocrat/5 rogue/5 Bard) sheet updated month 11

Politics 3 (4 Actions)

Size 2 (16 tiles)

Military 3

Economics 3+

Society 4+

Espionage 3

Arcane 3

Religion 2 (Primean)

Technology 4

Army 3

Navy 1

Air Force 0

Resources:

* 3 towns, 2 cities
* Tier 1 - 1 crops (T), 1 crops (T) , 1 fish, 2 fruit, 1 wax (T), 1 iron, 1 horse (T), 1 hardwood (T)
* Tier 2 - 1 wine, 1 silver, 1 honey, 1 coal, 1 gems (T), 1 residuum, 1 whiskey (T), 1 linite (hot) (T), 1 steel, 1 rohevangria
* Tier 3 - 1 jewelry
* Monetary Income: 12g
* Treasury: 4g
* Storage: 4 honey, 0 fish, 0 fruit, 1 game, 4 wax, 1 silver, 0 coal, 0 gems, 2 jewelry

3 crops, 2 iron, 1 starwood, 0 fine clothes, 1 parchment, 2 livestock, 0 Horse, 1 residuum, 0 whiskey, 0 hot linite, 0 steel, 1 truffles, 1 darkwood bows/arrows, -1 wine, -1 hardwood, -1 rohevangria

| Turn Started | Mature? | From/to | Sending | Receiving | Net Profit in (g) | Notes |
| --- | --- | --- | --- | --- | --- | --- |
| 0 | Y | Durus to You | 1g | 1 crops | 1g |  |
| 8 | N | Baktu to You | 1 crops | 1g | 2g |  |
| 8 | N | You to Alaria | 1 wax | 1g | 3g |  |
| 10 | N | Rohevan/Celistark | 2g | 1 whiskey | 2 | 1 |
| 10 | N | Rohevan/HPE | 1g | 1 hardwood | 0 |  |
| 10 | N | Athasian League/Rohevan | 1 gem | 1 linite (hot) | 1g |  |

1: Defended

Specialties:

* NG - Democratic Republic - Small nation in which the ruler is an elected official selected by common vote. Much of the play of this nation is devoted to maintaining your popularity amongst the people to remain in office.
* Your peoples ideal leader: Popular President
* Gains and loses trust twice as fast.
* Has a level 3 fort on its border with Morgaard.
* Has an election once every three years to determine the ruler
* Rohevanagria: +1 when using wine for social actions

Advisors

1. Military - Army Fortification
2. Society - Civil Planning
3. Technology - Civil Engineering

**Country Achievements:**

1. Rohevan - NG - Democratic Republic - Small nation in which the ruler is an elected official selected by common vote. Much of the play of this nation is devoted to maintaining your popularity amongst the people to remain in office.
   1. President for Life: Raise your political control to the point where you can never be deposed by the electoral process.
   2. Bringer of Peace: No player nation east of Khazak Dhur issues an attack (raids or invasions) for a period of one year.
   3. Council of Nations: Found a voting body that consists of at least ten player nations that has the power to dictate policy to its members.