

KINGDOM CREATION

The processes of creating and running a kingdom are similar to creating and playing a character. A kingdom has several different mechanical systems that define and describe it, including ability scores, skills, and feats. These develop throughout the campaign, so you should track them on a kingdom sheet. The GM and other players should work together to determine how best to keep track of their kingdom. Should the GM keep track of everything? Should one player (perhaps the one in the Ruler leadership role) always be responsible for filling out the kingdom sheet, while other players are responsible for different settlements' Urban Grids? Should the kingdom sheet pass from one player to the next each session or each time the kingdom levels up? As long as all of the kingdom's stats are available to everyone during play, there's no one right answer, so use the solution that works best for your group.

STEP 1: KINGDOM CONCEPT

Building a kingdom is a cooperative experience that is enhanced by having the entire group engaged. By the time the PCs are granted a charter to explore and settle a portion of the Stolen Lands, the players should be given the kingdom rules and should work together to decide the sort of kingdom they want to establish.

STEP 2: SELECT A CHARTER

Starting a new kingdom is a daunting challenge, requiring significant amounts of funding and support to get everything started. A charter granted by an established entity gives the kingdom a much-needed enhancement right at the start, typically manifesting as boosts to two of the kingdom's ability scores and a flaw to a third score. In effect, a charter bolsters two aspects of a kingdom, but one other aspect is held back to the benefit of the charter's holder.

Most charters apply a flaw to one specific ability, a boost to another specific ability, and a "free" boost, which can be applied to any score that the charter doesn't specifically affect. For example, the conquest charter specifically gives a boost to Loyalty and a flaw to Culture, so the free boost can be applied to either Economy or Stability.

A charter also gives a two free skill trainings. Most charters provide one set skill and one "free" skill, which can be applied to any other skill that is not already trained or higher.

The PCs earn their charter from Jamandi Aldori as thanks for dealing with the threat posed by the Stag Lord. (Outside of Kingmaker, the method by which a kingdom secures a charter can vary, but the most organic method is for the GM to grant one in the form of a quest reward.) In any case, the PCs choose one of five forms for their charter, detailed below.

Over time the PCs' kingdom may grow more independent or they could secure additional aid and support from other nations. None of those events will replace or adjust the important initial boosts and flaw they'll earn at the very start of their kingdom's history—once the PCs have chosen their charter, the boosts and flaw it grants are permanent.

On the kingdom sheet, record the type of charter the PCs chose. On a separate sheet, record which three kingdom abilities received boosts or a flaw in this step; refer to it when finalizing ability scores in step 5.

CONQUEST

CHARTER

Your sponsors have conquered an area and its former leaders have been routed or even killed. This charter places you in charge of some portion of this conquered territory (or land abandoned by the defeated enemy) and commands you to hold and pacify it in the name of your patron. The people are particularly devoted and supportive of your rule (if partially out of fear), but the constant threat of potential war hinders the arts and makes it difficult for citizens to truly relax. If you opt for this charter, you are asked to set up your kingdom against Pitax.

Ability Boosts Loyalty, plus a free boost

Ability Flaw Culture

Skills Warfare, plus a free training

EXPANSION

CHARTER

Your patron places you in charge of a domain adjacent to already settled lands with the expectation that your nation will remain a strong ally. The greater support from your patron's nation helps to bolster your own kingdom's society, but this increased reliance means that fluctuations in your ally's fortunes can impede your own kingdom's security. If you select this charter, Lady Jamandi expects you to remain allies with Restov.

Ability Boosts Loyalty, plus a free boost

Ability Flaw Stability

Skills Exploration, plus a free training

EXPLORATION**CHARTER**

Your sponsors have conquered an area and its former leaders have been routed or even killed. This charter places you in charge of some portion of this conquered territory (or land abandoned by the defeated enemy) and commands you to hold and pacify it in the name of your patron. The people are particularly devoted and supportive of your rule (if partially out of fear), but the constant threat of potential war hinders the arts and makes it difficult for citizens to truly relax. If you opt for this charter, you are asked to set up your kingdom against Pitax.

Ability Boosts Loyalty, plus a free boost

Ability Flaw Economy

Skills Wilderness, plus a free training

GRANT**CHARTER**

Your sponsors have conquered an area and its former leaders have been routed or even killed. This charter places you in charge of some portion of this conquered territory (or land abandoned by the defeated enemy) and commands you to hold and pacify it in the name of your patron. The people are particularly devoted and supportive of your rule (if partially out of fear), but the constant threat of potential war hinders the arts and makes it difficult for citizens to truly relax. If you opt for this charter, you are asked to set up your kingdom against Pitax.

Ability Boosts Loyalty, plus a free boost

Ability Flaw Loyalty

Skills Industry, plus a free training

OPEN**CHARTER**

Your sponsors have conquered an area and its former leaders have been routed or even killed. This charter places you in charge of some portion of this conquered territory (or land abandoned by the defeated enemy) and commands you to hold and pacify it in the name of your patron. The people are particularly devoted and supportive of your rule (if partially out of fear), but the constant threat of potential war hinders the arts and makes it difficult for citizens to truly relax. If you opt for this charter, you are asked to set up your kingdom against Pitax.

Ability Boosts One free boost

Ability Flaw None

Skills Two free trainings

STEP 3: CHOOSE A HEARTLAND

The new kingdom consists of a single hex. The PCs can choose any hex (subject to GM approval) that they have Reconnoitered. Tell the players that it's wisest to select a hex that already has a structure, since their first settlement—their capital—will be located in this initial hex. Note that terrain features can grant other benefits to the kingdom when claimed; see Terrain Features in the Kindom Rules.

The heartland grants an additional boost to one of the kingdom's ability scores and two skill trainings based on a significant terrain feature present in that hex. If the hex has more than one terrain feature, the PCs should choose only one of them to provide the boost.

If the kingdom is already trained in the granted skill, treat it as an additional free skill training. Free skill trainings from the heartland can be applied to any skill the kingdom is not already trained in.

The choice of terrain made here influences how the Favored Land kingdom ability functions.

On the kingdom sheet, record the heartland terrain the PCs chose. On a separate sheet, record which kingdom ability received a boost in this step; refer to it when finalizing ability scores in step 5.

FOREST OR SWAMP**HEARTLAND**

Your nation begins in woodlands or swamplands, so there are no shortages in natural resources or wonders to bolster your citizens' imagination and mood.

Ability Boost Culture

Skills Wilderness, one free training

HILL OR PLAIN**HEARTLAND**

Your nation starts in an area that is easy to traverse. This is reflected in your citizens' temperament; they appreciate that your choice makes their lives a bit easier.

Ability Boost Loyalty

Skills Agriculture, one free training

LAKE OR RIVER**HEARTLAND**

By establishing your nation on the shores of a lake or river, you ensure a built-in mechanism for trade. Even before a road is built, merchants and travelers can reach your settlement with relative ease via boat.

Ability Boost Economy

Skills Boating, one free training

MOUNTAIN OR RUINS

Your nation is founded in the mountains or includes a significant ruined location, and it uses these natural or artificial features to bolster defense. Your citizens tend to be hale and hardy, if not stubborn to a fault.

Ability Boost Stability

Skills Defense, one free training

STEP 4: CHOOSE A GOVERNMENT

Though the terminology used in Kingmaker presumes the PCs establish a feudal monarchy in which a queen and/or king rules the land, feudalism isn't the only form of government to choose from. If the PCs decide upon a different type of government, adjust the names of certain leadership roles as you wish. The mechanics of these rules remain the same.

The choice of government grants three boosts to the kingdom's ability scores. Two boost specific abilities, while the third is a free boost that can be applied to any ability score other than the two that were specifically boosted. The government type also gives the kingdom the trained proficiency rank in two specific skills and grants a bonus Kingdom feat.

If the kingdom is already trained in any of the granted skills, treat each skill already trained in as an additional free skill training. Free skill trainings from the heartland can be applied to any skill the kingdom is not already trained in.

On the kingdom sheet, record the type of government the PCs chose, which two skills received training, and which Kingdom feat the PCs received. On a separate sheet, record which three kingdom abilities received a boost in this step; refer to it when finalizing ability scores in step 5.

BUREAUCRACY

GOVERNMENT

Your nation is built around a highly organized system of civil servants and well-regulated departments.

Ability Boosts Stability and Economy, plus a free ability boost

Skills Scholarship and Statecraft

Bonus Feat Civil Service

DESPOTISM

GOVERNMENT

Your nation's rule is centered around a single individual who seized or inherited command and whose authority is absolute. The ruler of this kingdom

HEARTLAND

still retains advisors and assistants, but only when they obey the ruler's whims.

Ability Boosts Stability and Economy, plus a free ability boost

Skills Intrigue and Warfare

Bonus Feat Crush Dissent

FEUDALISM

GOVERNMENT

Your nation's rule is vested in a dynastic royal family, though much of the real power is distributed among their vassals and fiefdoms.

Ability Boosts Stability and Economy, plus a free ability boost

Skills Scholarship and Statecraft

Bonus Feat Civil Service

OLIARCHY

GOVERNMENT

Your nation's rule is determined by a council of influential leaders who make decisions for all others.

Ability Boosts Stability and Economy, plus a free ability boost

Skills Scholarship and Statecraft

Bonus Feat Civil Service

REPUBLIC

GOVERNMENT

Your nation draws its leadership from its own citizens. Elected representatives meet in parliamentary bodies to guide the nation.

Ability Boosts Stability and Economy, plus a free ability boost

Skills Scholarship and Statecraft

Bonus Feat Civil Service

THAUMOCRACY

GOVERNMENT

Your nation is ruled by those skilled in magic, using their knowledge and power to determine the best ways to rule. While the type of magic wielded by the nation's rulers can adjust its themes (or its name—one run by divine spellcasters would be a theocracy, for example), the details remain the same whether it's arcane, divine, occult, primal, or any subset of the four.

Ability Boosts Stability and Economy, plus a free ability boost

Skills Scholarship and Statecraft

Bonus Feat Civil Service

YEOMANRY**GOVERNMENT**

Your nation is built around a highly organized system of civil servants and well-regulated departments.

Ability Boosts Stability and Economy, plus a free ability boost

Skills Scholarship and Statecraft

Bonus Feat Civil Service

STEP 5: FINALIZE ABILITY SCORES

Once the players have chosen their kingdom's charter, heartland, and government, finalize the kingdom's ability scores. First, choose three different kingdom abilities to receive additional boosts. Then, total the boosts and flaws the kingdom has received for each ability, and record the final ability score and its associated modifier on the kingdom sheet. Remember that ability scores start at 10, boosts add 2, and flaws subtract 2. For example, if a kingdom's Loyalty received two boosts and a flaw, its Loyalty ability score is 12 (10+4-2), so its Loyalty modifier is +1.

STEP 6: RECORD KINGDOM DETAILS

The PCs should choose a name for their kingdom. Record it on their kingdom sheet along with the following initial statistics.

- The kingdom's level (see Leveling Up Your Kingdom in the Kingdom Rules) is 1, and its maximum level is equal to the party level.
- The kingdom's Size is 1.
- The kingdom's Resource Die is a d4, and its Resource Dice total is 5.
- The kingdom's Control DC is 14.
- The kingdom's Consumption is 0.
- The kingdom's Unrest is 0.
- All four Ruins start at 0, and each Ruin's initial threshold is 10.
- The kingdom's initial commodity stores are 0, and its maximum storage limit for each is 4.

STEP 7: CHOOSE LEADERS

Every kingdom needs leaders, and in Kingmaker, the assumption is that those leaders include the PCs (though if the party has more than eight PCs, not all PCs will have leadership roles). Full rules for leadership roles are in the Kingdom Leadership document.

First, assign each PC to a different leadership role. It's best if the party works together to assign these roles. Then, assign any remaining roles to NPCs whom the

PCs have allied with and who are capable and willing to serve in a leadership role.

Next, choose four leadership roles to invest. Investing a role provides a status bonus to Kingdom skill checks based on that role's key ability. Invest roles assigned to PCs first (so if your party has fewer than four PCs, you'll invest only enough NPC roles to make up the difference).

These initial leadership assignments happen as part of the founding of the kingdom and do not require a kingdom activity to occur. Once the kingdom is established, adjusting leadership requires using the New Leadership kingdom activity.

Then, each of the four invested leaders chooses to apply the trained proficiency rank to a different Kingdom skill. You may not choose skills that already received training from your choice of government type. These proficiency ranks cannot be reassigned later.

On the kingdom sheet, record the leader you assigned to each role and indicate the four roles you invested. Record a +1 status bonus to the skill associated with each invested role's key ability, and record the four skills that your nation received training in.

STEP 8: FIRST VILLAGE

Somewhere in that heartland hex lies the kingdom's first village—the capital. Rules for founding settlements are in the Settlement Creation document, but the players can skip Step 1 and Step 2 of that process when founding this village. Since this is their first village, the PCs gain 40 kingdom XP as a milestone award; record it on the kingdom sheet, along with the capital's name. If the site the PCs have chosen has any established structures listed in the hex's resources in Chapter 2, place them in blocks of the PCs' choice on an Urban Grid. (The PCs won't add new structures to the settlement before their first Kingdom turn.)

STEP 9: CALCULATE SKILL MODIFIERS

With the big decisions made, it's time to calculate modifiers for each of the kingdom's skills. Each skill is associated with a specific ability, and the initial modifier for each skill consists of the ability modifier for the associated ability, plus a proficiency bonus, plus a status bonus for skills that receive them from invested leadership roles. (There are several other types of bonuses and penalties that can affect skill

modifiers later in the campaign; leave those boxes empty for now.)

If a kingdom is not proficient in a skill, the proficiency bonus is +0; if a kingdom is trained in a skill, the proficiency bonus is that kingdom's level plus 2. (It's not possible to attain proficiency ranks beyond trained until 3rd level.)

For example, the Agriculture skill is associated with Loyalty. If the kingdom's Loyalty modifier is +1, and it is untrained in Agriculture, then its Agriculture skill modifier is +1. If that 1st-level kingdom is trained in Agriculture, though, add to that a proficiency bonus of 3 (the kingdom's level plus 2). If a leadership role that provides a status bonus to Loyalty-based checks (Ruler or Emissary) is invested, add another 1.

Calculate the initial modifiers for all skills and record them on the kingdom sheet.