



KINGDOM NAME \_\_\_\_\_ EMPIRE \_\_\_\_\_ CAMPAIGN \_\_\_\_\_  
 ALIGNMENT \_\_\_\_\_ SIZE \_\_\_\_\_ CONTROL DC \_\_\_\_\_ POPULATION \_\_\_\_\_

	BONESES							PENALTIES			
	TOTAL	BUILDINGS	EDICTS	EVENTS	LEADERSHIP	RESOURCES	ALIGNMENT	EDICTS	UNREST	VACANCIES	OTHER
<b>ECONOMY</b>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>
<b>LOYALTY</b>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>
<b>STABILITY</b>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>

EDICTS		LEADERSHIP	
<b>PROMOTION LEVEL</b>	_____	<b>LEADERSHIP ROLE</b>	<b>BONUS</b> <b>ATTRIBUTE</b>
+ <input type="text"/> STABILITY	+ <input type="text"/> BP CONSUMPTION	<b>RULER</b> _____	+ _____ ECONOMY, LOYALTY, STABILITY
<b>TAXATION LEVEL</b>	_____	<b>RULER</b> _____	+ _____ ECONOMY, LOYALTY, STABILITY
+ <input type="text"/> ECONOMY	- <input type="text"/> LOYALTY	<b>COUNCILOR</b> _____	+ _____ LOYALTY
<b>FESTIVALS PER YEAR</b>	_____	<b>GENERAL</b> _____	+ _____ STABILITY
+ <input type="text"/> LOYALTY	+ <input type="text"/> BP CONSUMPTION	<b>GRAND DIPLOMAT</b> _____	+ _____ STABILITY
<b>UNREST</b>	<input type="text"/> PENALTY ON ALL CHECKS	<b>HIGH PRIEST</b> _____	+ _____ STABILITY
<b>CONSUMPTION</b>	<input type="text"/> BP	<b>MAGISTER</b> _____	+ _____ ECONOMY
SIZE CITIES EDICTS FARMS OTHER		<b>MARSHALL</b> _____	+ _____ ECONOMY
<input type="text"/> + <input type="text"/> + <input type="text"/> - <input type="text"/> + <input type="text"/>		<b>ROYAL ASSASSIN</b> _____	+ _____ LOYALTY, -1 UNREST/UPKEEP
<b>TREASURY</b>	<input type="text"/> BP	<b>SPYMASTER</b> _____	+ _____
<b>ONGOING EVENTS</b>	_____	<b>TREASURER</b> _____	+ _____ ECONOMY
		<b>WALDEN</b> _____	+ _____ LOYALTY



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	BONESES							PENALTIES			
	TOTAL	BUILDINGS	EDICTS	EVENTS	LEADERSHIP	RESOURCES	ALIGNMENT	EDICTS	UNREST	VACANCIES	OTHER
<b>ECONOMY</b>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>
<b>LOYALTY</b>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>
<b>STABILITY</b>	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>	- <input type="text"/>

EDICTS		LEADERSHIP	
<b>PROMOTION LEVEL</b>	_____	<b>LEADERSHIP ROLE</b>	<b>BONUS</b> <b>ATTRIBUTE</b>
+ <input type="text"/> STABILITY	+ <input type="text"/> BP CONSUMPTION	<b>RULER</b> _____	+ _____ ECONOMY, LOYALTY, STABILITY
<b>TAXATION LEVEL</b>	_____	<b>RULER</b> _____	+ _____ ECONOMY, LOYALTY, STABILITY
+ <input type="text"/> ECONOMY	- <input type="text"/> LOYALTY	<b>COUNCILOR</b> _____	+ _____ LOYALTY
<b>FESTIVALS PER YEAR</b>	_____	<b>GENERAL</b> _____	+ _____ STABILITY
+ <input type="text"/> LOYALTY	+ <input type="text"/> BP CONSUMPTION	<b>GRAND DIPLOMAT</b> _____	+ _____ STABILITY
<b>UNREST</b>	<input type="text"/> PENALTY ON ALL CHECKS	<b>HIGH PRIEST</b> _____	+ _____ STABILITY
<b>CONSUMPTION</b>	<input type="text"/> BP	<b>MAGISTER</b> _____	+ _____ ECONOMY
SIZE CITIES EDICTS FARMS OTHER		<b>MARSHALL</b> _____	+ _____ ECONOMY
<input type="text"/> + <input type="text"/> + <input type="text"/> - <input type="text"/> + <input type="text"/>		<b>ROYAL ASSASSIN</b> _____	+ _____ LOYALTY, -1 UNREST/UPKEEP
<b>TREASURY</b>	<input type="text"/> BP	<b>SPYMASTER</b> _____	+ _____
<b>ONGOING EVENTS</b>	_____	<b>TREASURER</b> _____	+ _____ ECONOMY
		<b>WALDEN</b> _____	+ _____ LOYALTY