

Affiliation

Personal Ability :

During a Ball, once per game, each Royal may make a public declaration regarding a Noble whose Alliance has been revealed. They may sing the praises of a Noble in their faction to make them the Noble of the Month : **Glory**, or accuse a Noble of an opposing faction to make them Noble of the Month : **Contempt**.

Goal :

During a Ball, once per game, each Royal may make a public declaration regarding a Noble whose Alliance has been revealed. They may sing the praises of a Noble in their faction to make them the Noble of the Month : **Glory**, or accuse a Noble of an opposing faction to make them Noble of the Month : **Contempt**.

CHARACTER NAME

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Starting Funds :

6500 B. **EZ**

Tax Revenue :

150 B. **EZ**

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Promise to the People!:

During a Ball, Royals may address the general populace and make a public promise (E.g. "I, Princess Xenorith, promise on my name that I shall solve the ongoing crisis!") .

If the promise comes true, that Royal's faction gains **+3 Populace Approval**. However, if the promise does not come true, the Royal's faction gains **-5 Populace Approval**.

Personal Ability :

"I Command thee!": Once per game, force one of the Nobles in your faction to use their Personal Ability

Goal :

Become the **Supreme Monarch!**

CHARACTER NAME

Description :

During a Ball, once per game, each Royal may make a public declaration regarding a Noble whose Alliance has been revealed. They may sing the praises of a Noble in their faction to make them the Noble of the Month : **Glory**, or accuse a Noble of an opposing faction to make them Noble of the Month : **Contempt**.

Starting Funds :

5000 B. **EZ**

Tax Revenue :

300 B. **EZ**



TITLE

CRISIS

Add a little bit of body text

AMOUNT REQUIRED

X000 B. EZ

THE RULES

Starting Money:

The money that the character begins the game with.

Tax Revenue:

At the start of each Missives phase, with the exception of the first one, each Noble and Royal receive the amount of money indicated on their character card.

Problems in the Empire! :

Every Bawl rumors of unrest spread amongst the Nobles of a problem some of the populace of the Empire is currently facing. During the Missives phase, Royals gather funds from their factions and themselves to donate for the solution of the problem. Highest donation gains **+5 Populace Approval**, second highest **+3** and the rest **+1**. If not enough money is gathered, all factions gain **-2 Populace Approval** and the lowest bid gains **-3**. If more money than is required is required, excess EZ is lost.

Populace Approval:

Points that show how much a Royal is liked by the General Population. Faction with the most points by the end of the game **wins**.

Nobles of the Month :

- **Contempt:** Noble who has angered the general population. The Faction that this noble belongs to gains **-2 Populace Approval** this phase.
- **Glory:** Noble who contributed greatly for the common good. The Faction that this noble belongs to gains **+2 Populace Approval** this phase.

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Public Declaration!:

Once per game, each Royal may make a public declaration regarding a Noble whose Affiliation has been revealed. They may sing the praises of a Noble in their faction to make them the **Glory**, Noble of the Month or accuse a Noble of an opposing faction to make them **Contempt**: Noble of the Month.

Personal Ability:

Unique ability each Noble can use once per game. When they use it they must flip their character card, revealing their Affiliation, Personal Ability and Character Goal.

CRISIS RESOLUTION

SUCCESSFUL RESOLUTION

HIGHEST BID

+5

SECOND HIGHEST BID

+3

EVERYONE ELSE

+1

FAILED RESOLUTION

LOWEST BID

-3

EVERYONE ELSE

-2

BALL ACTIONS

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Princess Xenorith



Description :

You are the most likely to be the next Empress and you know it. Your vision for the Empire is one of stability and prosperity no matter the cost.

Starting Funds :

6500 B. **EZ**

Tax Revenue :

150 B. **EZ**

Prince Hevoo



Description :

The world is a game and you know you are the best player. Your vision for the Empire is one of lavish wealth and revolutionary innovation.

Starting Funds :

6500 B. **EZ**

Tax Revenue :

150 B. **EZ**

Princess Roxane



Description :

You know that the odds are against you and, but you can use that to your advantage. Your vision for the Empire is one of progression and a more merit based society.

Starting Funds :

6500 B. **EZ**

Tax Revenue :

150 B. **EZ**

Count Raymy Bertson



Description :

You are the Lord of planet Strivitera which is located in the Heart of the Galactic Empire. You inherited your station from your parents, but honestly, you really don't like being the center of attention.

Starting Funds :

3000 B. **EZ**

Tax Revenue :

200 B. **EZ**

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Personal Ability :

"I Command thee!": Once per game, force one of the Nobles in your faction to use their Personal Ability.

Goal :

Become the **Supreme Monarch!**

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Personal Ability :

"I Command thee!": Once per game, force one of the Nobles in your faction to use their Personal Ability.

Goal :

Become the **Supreme Monarch!**

Affiliation



Personal Ability :

"Spreading Rumors": Place an Allied Revealed Noble in the Glory or place an Opposing Revealed Noble in Contempt.

Goal :

End the game without ever being put in **Glory** or **Contempt**.

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Baron Valtaris Kaldryn

Description :

You are the Lord of planet Creyinov, known for it's highly skilled work force. To be honest, the responsibility of nobility is getting tiring and you just want to secretly run away to a tropical planet and spend the rest of your life in luxury.

Starting Funds :

3000 B. **EZ**

Tax Revenue :

150 B. **EZ**

Viscount Jose Howils

Description :

You are the Lord of planet Somion, famous for it's financial stability. Being the oldest of 6 siblings, you are used to trying to keep everyone of your people happy and comfortable.

Starting Funds :

2500 B. **EZ**

Tax Revenue :

300 B. **EZ**

Baroness Velthorian Myriandor

Description :

You are the Lord of planet Envov known for it's energy harvesting. Despite all of your contributions to the Empire, you feel like you are taken for granted.

Starting Funds :

3500 B. **EZ**

Tax Revenue :

500 B. **EZ**

Viscount Thrasis Valenari

Description :

You are the Lord of planet Tepra famous for it's mineral resources. As a believer in the Free Market, you believe only those that remain competitive should thrive.

Starting Funds :

4000 B. **EZ**

Tax Revenue :

400 B. **EZ**

Affiliation



Personal Ability :

"Transfer Error" : Halve the donation of an opposing faction with no refund.

Goal :

End the game with your **Affiliation** having the most **EZ**.

Affiliation



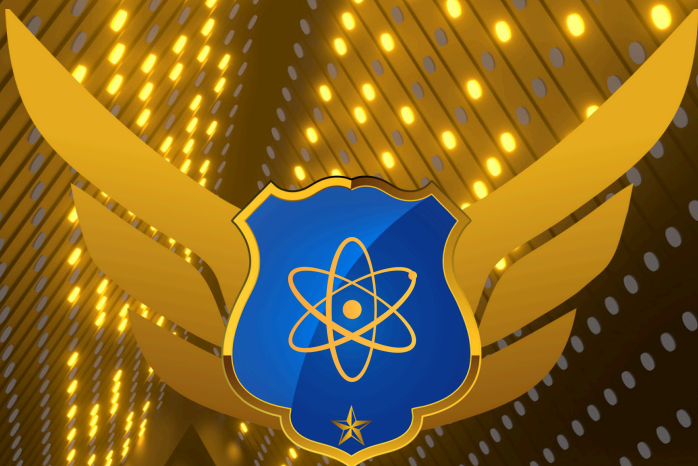
Personal Ability :

"I know a guy" : Double your faction's donation to the current Crisis at no cost of additional money.

Goal :

End the game with the most **EZ**.

Affiliation



Personal Ability :

"Market Crash" : Set an opposing Royal's Tax revenue to 0 for the next 2 Missives phases.

Goal :

Have Archduchess Zephyris Faldura be in **Contempt** for at least one month.

Affiliation



Personal Ability :

"Economic Boom" : + 300 to your and your Royal's Tax Revenue for the rest of the game.

Goal :

Have the Royal of your Faction make a Public Declaration putting you in **Glory**.

Earl Thalorian Ferathorn

Description :

You are the Lord of planet Irus known for it's flourishing agriculture. You have known your Royal since they were a child and you wish only for their happiness.

Starting Funds :

5000 B. **EZ**

Tax Revenue :

350 B. **EZ**

Duchess Myrathen Solanthis

Description :

You are the Lord of planet Pothuvis well known for it's exotic spices. You believe in the power of information and only secrecy is the way to victory.

Starting Funds :

2000 B. **EZ**

Tax Revenue :

150 B. **EZ**

Marquess Vexaris Teralon

Description :

You are the Lord of planet Unzunerth notorious for it's military might. You believe might makes right and only fools would hold a weapon and not use it.

Starting Funds :

1000 B. **EZ**

Tax Revenue :

150 B. **EZ**

Archduchess Zephyris Faldura

Description :

You are the Lord of planet Ugnosie famous for it's spiritual practices. You believe that the longevity of the Empire will be guaranteed only when the young generation is the priority.

Starting Funds :

1500 B. **EZ**

Tax Revenue :

200 B. **EZ**

Affiliation



Personal Ability :

"Saw that one coming" : Immediately negate the effect of a Nobles Personal Ability. Their Character card remains revealed.

Goal :

End the game with at least one Noble in your Faction **not** revealed.

Affiliation



Personal Ability :

"My life for the Empire!" : Immediately solve the current Crisis and place yourself in Glory. Set your Money to 0 and your Tax revenue to 100.

Goal :

Have Princess Xanorith have the most money amongst the Royals at the end of the game.

Affiliation



Personal Ability :

"Accounting Error" : Gain all the excess Money donated for the resolution of a Crisis.

Goal :

Have Count Raymy Bertson be in **Glory** for at least one month.

Affiliation



Personal Ability :

"Military Might" : Solve this phase's Crisis at no cost, but place yourself in **Contempt**.

Goal :

Have all Nobles revealed at the end of the game.

Marquess Lincoln Sharpey

Description :

You are the Lord of planet Canarus infamous for it's information gathering infrastructure. You have access to confidential information for most of the influential figures in the Universe, but the one figure you could never influence was your Mother...

Starting Funds :

1500 B. **EZ**

Tax Revenue :

150 B. **EZ**

Grand Duke Cormac Girbach

Description :

You are the Lord of planet Vallurn, well known for it's religious zealotry. You truly believe in the concept of traditional family, and has been some time since you have been eligible for marriage.

Starting Funds :

2000 B. **EZ**

Tax Revenue :

350 B. **EZ**

Countess Valen Grippen

Description :

You are the Lord of planet Nitroth known for it's hard working people. You truly believe in the power of infrastructure and commonwealth.

Starting Funds :

3500 B. **EZ**

Tax Revenue :

500 B. **EZ**

Affiliation



Personal Ability :

"**The Inquisition**": Reveal a Noble of your choice (they can still use their personal ability). Set your money to 0.

Goal :

Find a suitable person to marry.

Affiliation



Personal Ability :

"**Espionage**" : Have the GM show you the chat of an opposing Affiliation

Goal :

Have another Noble or Royal sign a contract that allows you to live in their spaceship.

Affiliation



Personal Ability :

"**Heavy Taxation**" : Double your and your Royal's Tax revenue for the next Missives phase.

Goal :

Be the Noble to donate the least money in your Affiliation.

Prince Gareth



Description :

History is written by the victor, and how you win is of little consequence. Your vision for the Empire is a cut-throat meritocracy, where what matters most is results and the ends justify the means.

Starting Funds :

6500 B. **EZ**

Tax Revenue :

150 B. **EZ**

Princess Myra



Description :

Nations are defined by their people, and shaping what the people think is a ruler's privilege. Your vision for the Empire is an elitocracy with an absolute devotion of the masses to their betters.

Starting Funds :

6500 B. **EZ**

Tax Revenue :

150 B. **EZ**

Baron Thoms Trum



Description :

You are the Lord of planet Enieruta, known for it's herbal products. Your wit can only be dwarfed by your ambition, and you would do anything to get what you want.

Starting Funds :

1500 B. **EZ**

Tax Revenue :

250 B. **EZ**

Princess Chryla



Description :

The only thing separating man from beast is a sense of justice. Your vision for the Empire is one where the weak can gather, and together punish those who would disturb their peace.

Starting Funds :

6500 B. **EZ**

Tax Revenue :

150 B. **EZ**

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Goal :

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Affiliation



Personal Ability :

"The Heist" : Choose a Revealed Noble and add their EZ to yours, then set their EZ to 0.

Goal :

Have Count Kai Frankyl be in Contempt at least once.

Count Kai Frankyl

Description :

You are the Lord of planet Rotreohines, known as the criminal underbelly of the Empire. You love money, money is power, money is freedom. But your activities have gathered a lot of unnecessary attention due to recent events and you're looking for a way out.

Starting Funds :

3000 B. **EZ**

Tax Revenue :

200 B. **EZ**

Marquess Laytn Elliat

Description :

You are the Lord of planet Tothion, known for it's extremist views. You take pride your ability to convince people and bring them to your side, but you feel like your power is undervalued and you sshould have a higher standing.

Starting Funds :

2500 B. **EZ**

Tax Revenue :

250 B. **EZ**

Countess Horrison Kyllan

Description :

You are the Lord of planet Nocury, known as the heart of shipping and distribution in the Empire. With current events you are feeling alone and not knowing who to trust. Your network is extremely useful yes, but who actually cares about you?

Starting Funds :

4000 B. **EZ**

Tax Revenue :

400 B. **EZ**

Grand Duke Roys Antorn

Description :

You are the Lord of planet Ongypso, known for it's entreprenural spirit and innovative culture. You have thrown countless people under the bus to get where you are, and honestly, you're proud of it. No sacrifice is big enough to stop you from achieving your goals.

Starting Funds :

2500 B. **EZ**

Tax Revenue :

300 B. **EZ**

Affiliation



Personal Ability :

"Fake News" : Switch the Nobles of Glory and Contempt. (The Noble who was in Glory goes in Contempt and vice versa.)

Goal :

Convince your Royal to bestow you a new Title.

Affiliation



Personal Ability :

"Protection Costs" : Choose a revealed Noble and add their Tax Revenue to yours, then set their Tax Revenue to 0.

Goal :

End the game with at least 8000 EZ

Affiliation



Personal Ability :

"Weaponised Infamy" : Set your EZ to 0, put yourself in Contempt. For the rest of the game, Opposing Personal Abilities cannot target your Allied Nobles or the Royal of your Affiliation. (They can still target you.)

Goal :

Convince someone to make a public declaration of love for you.

Affiliation



Personal Ability :

"The Fall Guy" : Make yourself the Target of an Opposing Nobles Personal Ability.

Goal :

Make an ally outside of your Affiliation

Archduke Alezander Adone

Description :

You are the Lord of planet Xiecarro, notorious for it's cut throat economy. You have gathered great riches yes, but you know your people don't love you. Maybe a great influential figure next you could fix that.

Starting Funds :

4000 B. **EZ**

Tax Revenue :

300 B. **EZ**

Duchess Xzavis Zandr

Description :

You are the Lord of planet Thotapra, known for the solidarity of it's people. You are happy with the loyalty of your people, but your finances haven't been great lately. And you know how quickly loyalty becomes anger when people are hungry.

Starting Funds :

3000 B. **EZ**

Tax Revenue :

300 B. **EZ**

Marchioness Solmon Drayk

Description :

You are the Lord of planet Braater, known for it's booming industry. You know that sales happen not because of the product, but because of the image people have of the person selling it. And there's no easier way to rise in people's eyes than putting someone down.

Starting Funds :

3000 B. **EZ**

Tax Revenue :

300 B. **EZ**

Archduke Malcalm Shaene

Description :

You are the Lord of planet Tugneinides, known as the bureaucratic heart of he Empire. In your many years, you have witnessed and participated in many corrupt activities against the people of the Empire, but never got caught. Maybe that is for the best, but you truly live with yourself after everything you've done?

Starting Funds :

1500 B. **EZ**

Tax Revenue :

150 B. **EZ**

Affiliation



Personal Ability :

"Boycott" : All the Revealed Nobles whose Affiliation has a Noble in Contempt set their Tax Revenue to half it's current value.

Goal :

Receive money from other Nobles at least twice.

Affiliation



Personal Ability :

"A Small Loan": You and your Royal gain 5000 EZ each.

Goal :

Convince Marquess Laytn Elliat to marry you.

Affiliation



Personal Ability :

"No Need to Panic" : Halve the required amount for the resolution of the current crisis. Gain +2 Populace Approval.

Goal :

Publicly confess your sins and ask for forgiveness

Affiliation



Personal Ability :

"The Power of Marketing" : All Revealed Nobles whose Affiliation has a Noble in Glory set their Tax Revenue to double it's current value.

Goal :

Publicly ridicule an Opposing Revealed Noble.

Duke Anthonis Shaw

Description :

You are the Lord of planet Totrucury, known for its vehicle production. You know that your business has a shady past, even worse you know that the people know that your business has a shady past. Maybe a grand gesture of self sacrifice will help redeem you in their eyes.

Starting Funds :

3000 B. **EZ**

Tax Revenue :

200 B. **EZ**

Countess Ximon Karzen

Description :

You are the Lord of planet Hosara, known as the investment capital of the Empire. You realise that the life blood of any system or institution is people, and if the people don't feel safe or cared for, everything will crumble.

Starting Funds :

1000 B. **EZ**

Tax Revenue :

200 B. **EZ**

Viscountess Malax Craix

Description :

You are the Lord of planet Nangorth, known for it's chaarity and philanthropy. You are loved by the people of the Empire, you know you are loved by th people, but you also know that most of the actions the people praise you for were not yours. It would be a real shame if people found out.

Starting Funds :

1000 B. **EZ**

Tax Revenue :

150 B. **EZ**

Affiliation



Personal Ability :

"**Manufactured Crisis**": Switch the current Crisis for a different one of your choosing.

Goal :

End the game with no Crisis being failed.

Affiliation



Personal Ability :

"**Exaggerated Worry**" :Double the required Amount for the resolution of the current crisis.

Goal :

Finish the game with 0 EZ

Affiliation



Personal Ability :

"**Stealing Credit**": Regardless of donation, you are the highest bidder for the resolution of this crisis.

Goal :

End the game without ever being in Contempt.

IT STARES BACK!

CRISIS

Black Hole worshipers spreading "misinformation" about the aristocracy!

AMOUNT REQUIRED

4000 B. EZ

WHAT'S NEXT? A UNION?

CRISIS

Artificial Super Intelligence is demanding worker rights!

AMOUNT REQUIRED

4500 B. EZ

THE SPICE MUST FLOW!

CRISIS

A star is about to explode next to vital trade route!

AMOUNT REQUIRED

5500 B. EZ

THE PRICE OF EXPANSION...

CRISIS

Alien civilisation threatening war over territory(that used to be theirs...)!

AMOUNT REQUIRED

7000 B. EZ

IT'S RAINING DEATH!

CRISIS

Extreme radiation storm approaching the corner of the Galactic Empire!

AMOUNT REQUIRED

8500 B. EZ

THIS FEELS FAMILIAR...

CRISIS

Giant Space Hamster flu is rapidly spreading amongst the population (and the hamsters)!

AMOUNT REQUIRED

10.000 B. EZ