

# *The Princes' Kingdom*

What is your prince's name? How old is your prince?

What are your prince's strong qualities?

With whom does your prince have a strong relationship?

What are your prince's troublesome qualities?

With whom does your prince have a troublesome relationship?

## **The Four Laws of the Kingdom**

1. Do not be violent.
2. Do not cheat other people, steal from others, or willfully cause harm to other people's stuff.
3. If you are paid to do a job, do it. If someone does a job for you, pay them a fair wage.
4. Everyone in a family should live up to their role in the family.

## **Growth Fallout**

Add a new strong quality.  
Change a troublesome quality to a strong quality.  
Add a new strong relationship with someone involved in the scene.  
Change a troublesome relationship to a strong relationship.  
Add a new belonging.

## **Short-term Fallout**

For the next struggle, you roll dice as if you were a year younger.  
Add a new troublesome quality for the next struggle.

Lose a quality for the next struggle.  
You have a troublesome relationship with whoever the struggle is with again for the next struggle with them.  
Lose your relationship with whoever the struggle is with for the next struggle.  
Your prince has to leave the scene and spend some time alone.

## **Long-term Fallout**

Add a new troublesome quality.  
Change a strong quality to a troublesome quality.  
Lose a quality used in the struggle.  
Add a new troublesome relationship.  
Change a strong relationship to a troublesome relationship.  
Lose a relationship used in the struggle.  
Make a belonging cruddy (d4).  
Remove a belonging.  
Write how your prince's cloak was damaged. If you need to, reduce its die size.