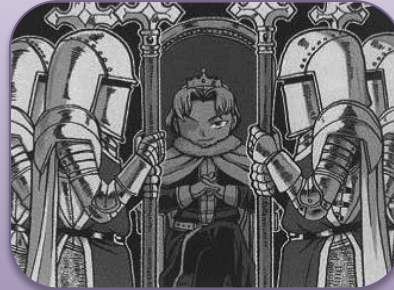


SKILL*Class Skill***KING / Royal Command****TYPE** Interrupt **TARGET** Individual**CHECK** None

You may use this Skill as an Interrupt Action whenever another character uses Hope. Reduce your HP by 1 point. Treat the amount of Hope used as if it were 1 point higher. This effect is not cumulative.

SKILL*Class Skill***KING / Hegemony****TYPE** Permanent **TARGET** Self**CHECK** None

You may use this Skill when the Kingdom Phase ends. For the rest of the game, you may choose to divide points among your Ability Scores as you increase an Ability Score by a number of points equal to the Kingdom Level (you may also choose to divide these you wish. However, no Ability Score may be raised above 9 this way). Recalculate your Derived Ability Scores such as HP, Defense, etc... using these new values.

SKILL*Class Skill***KING / Royal Guard****TYPE** Permanent **TARGET** Self**CHECK** None

You may use this Skill whenever you are in the Encampment. Whenever any allied character in the Encampment would take damage, you may reduce that damage by [Followers x 1/5] points (this cannot reduce the damage below 1).

SKILL*Class Skill***KING / Stormbringer****TYPE** Permanent **TARGET** Self**CHECK** None

Whenever you roll a critical hit on an attack, instead of rolling on the Crushing Blow Table, you may increase your weapon's damage by an amount equal to your Followers.

SKILL*Class Skill***KING / Diadem****TYPE** Interrupt **TARGET** Self**CHECK** None

You may use this Skill whenever you make an Action Check. Spend 1 Voice of the People. Add the value of the corresponding Kingdom Attribute to that check's result.

SKILL*Class Skill***KING / Anarch****TYPE** Support **TARGET** See Below**CHECK** Wit / 10

Roll 2D6 on the Kingdom Disaster Table and apply the result. After that, make the above check. If it is successful, choose a character who has become Exhausted. That character become Free to Act.