

RULER GENERATOR: Who's in charge, here?

RAP

Occasionally a party will actually meet the real political leadership of an area (town, kingdom, whatever) or group (guild, religion, etc.). Roll as indicated or choose as desired.

APPEARANCE (May be magically enhanced/alterd)

d8 Apparent Age

- 1 Barely teenaged
- 2 Young adult
- 3 Adult
- 4 Middle aged
- 5 Older
- 6 Ancient
- 7 More dead than alive
- 8 Non-aging

d10 Dressed *A

- 1 Full royal regalia *B
- 2 Crown and rich-looking robes/clothing
- 3 Cirlet and comfortable robes/clothes
- 4 Cirlet and open/revealing clothes *C
- 5 Armour
- 6 Military uniform
- 7 Family uniform
- 8 Well-made versions of the clothing of his/her personal background *D
- 9 Well-made casual/comfortable clothes
- 10 Peasant clothing (almost unidentifiable as a leader)

*A - *Regardless of where the meeting/audience takes place, the clothing worn by the leader/royal will always be designed to impact the visitor (intimidate, put at ease, etc.)*

*B - *Crown, sceptre, sword, the whole thing; for official functions only*

*C - *Usually by young adult royals/hedonists*

*D - *See below*

d10 Speech

- 1 Lisps
- 2 Has a deep voice
- 3 Has a dry hoarse voice
- 4 Has a light squeaking voice
- 5 Has a soft pleasant voice
- 6 Has a seductive voice
- 7 Has a commanding voice
- 8 Has a sleazy voice
- 9 Is loud, bordering on shouting
- 10 Unknown language; speaks through an interpreter
- 11 Whispers to an aide who speaks
- 12 Doesn't speak; an aide does the talking

d10 Build

- 1 Somewhat overweight
- 2 Overly muscular
- 3 Athletic
- 4 Notably short
- 5 Scrawny

- 6 Morbidly obese
- 7 Tall and lanky
- 8 Completely out of shape
- 9 Easily confused with a giant
- 10 Nothing notable

d10 Other outstanding feature

- 1 Piercingly bright eyes
- 2 A large nose
- 3 Perpetually bored expression
- 4 Giggles frequently, even when there is nothing funny
- 5 Keeps eyes closed when speaking
- 6 Deformed in some way *A
- 7 An extra finger on one hand
- 8 Constantly cheerful
- 9 Persistently serious
- 10 Has a visible twitch/tic

*A - *Missing a limb/eye, hunchback, scarred face, visible birthmark, etc.*

BACKGROUND

d12 Ruler's personal background

- 1 Peasant/labourer
- 2 Member of ruling family
- 3 Warrior
- 4 Successful merchant
- 5 Religious leader
- 6 Wizard
- 7 Bureaucrat/Civil servant
- 8 Educator
- 9 Crafter/Skilled worker
- 10 Criminal mastermind
- 11 Legal
- 12 Wealthy money lender/banker

d12 Power gained by:

- 1 Heir to the throne
- 2 Appointed/adopted by previous ruler
- 3 Appointed by higher ruler
- 4 Led a violent coup
- 5 Led a palace/bloodless coup
- 6 Military conquest
- 7 Election (fair, crooked) *A
- 8 Upheaval after death of previous ruler
- 9 Exploited a scandal in the previous administration
- 10 Bribes/buying influence
- 11 Joining/leading a moral revival
- 12 Joining/leading a religious revival *B

*A - *Who got to vote in this election?*

*B - *After a tragedy or disaster?*

d20 Power maintained by:

- 1 Unswerving obedience of followers
- 2 Personal charisma
- 3 Extensive intelligence network
- 4 Partnership with business/criminal guild(s)
- 5 An advisor who quietly holds real power
- 6 A hidden cabal *A
- 7 Partnership with the military/watch/police

- 8 Implementing popular/populist policies
- 9 Scapegoating
- 10 Recalling a glorious past/promising a glorious future
- 11 Fear *B
- 12 Partnership with local religious groups/leaders
- 13 Sheer willpower
- 14 Co-opting/hiding behind the bureaucracy
- 15 Party machinery
- 16 Family connections
- 17 Limited electoral field (only these can vote) d6
 - 1 The rich (over a certain yearly income)
 - 2 Landowners (over a certain amount of land)
 - 3 Business guild members/leaders
 - 4 Wizards
 - 5 Religious hierarchy
 - 6 Council members
- 18 Religious influence *C
- 19 Magical device(s)/enhancements
- 20 Marrying more wives/husbands

*A - *Which the ruler might not even know about*

*B - *Secret police, spies, etc.*

*C - *Miracle worker? Survived death publicly?*

d8 Opponents

- 1 Opposition party/parties
- 2 Disgruntled guild(s)
- 3 Ruler's own family
- 4 Heir of previous ruler
- 5 Alienated portion of population
- 6 A minority religious group
- 7 An outside tribe *A
- 8 Spies from a neighbouring jurisdiction

*A - *Humans? Humanoids? Monsters?*

d10 How most people feel about him/her

- 1 They are completely loyal
- 2 He/She is tough but fair
- 3 He/She is weak
- 4 They openly oppose him/her *A
- 5 They are not happy, but no alternative
- 6 They are ambivalent
- 7 They are not unhappy
- 8 He/She is illegitimate *A
- 9 They are generally happy
- 10 They mistrust him/her, but believe in the higher ruler

*A - *Civil uprising is possible*

d12 Behind closed doors, the ruler is:

- 1 Very effective
- 2 Dictatorial/ruthless
- 3 Distracted
- 4 Enriching him/herself
- 5 Idealistic
- 6 Cynical
- 7 Fair minded

- 8 Secretly religious/non-religious
- 9 Driven/workaholic
- 10 Lazy/negligent
- 11 Tired of the game
- 12 Dying

d10 Secret dreams/plans

- 1 Abdicate when feasible
- 2 Gain more local power
- 3 Climb the ladder to the next level
- 4 Aim at the throne ***A**
- 5 Take over neighbouring jurisdiction
- 6 Expand control into wilderness area
- 7 Gain control over a particular resource ***B**
- 8 Regain control over a resource which another has claimed/taken ***B**
- 9 Loot the local treasury and disappear
- 10 Remove a long-term threat ***C**

*** A** - *For self? Offspring?*

*** B** - *Mineral, crop, water, shipping, etc.*

*** C** - *Orc bandits, an evil wizard, a foreign religion, a dragon, an identical twin, etc.*