

THE ROYALTY

A Baker's Dozen Royal Persons, 100 Noblemen, and 100 Palace Staff

CLEVER CHARACTERS
for use with your Role-Playing Games



The Royalty

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INTRODUCTION

Board Enterprises has proudly been producing supplements that list either thirteen well established characters (A Baker's Dozen ...) or a hundred less developed concepts (100 ...). This is our first experiment in doing both. The Royalty contains first thirteen fully detailed royal characters, the top of the political structure. Then, we present 100 noblemen and noblewomen who fill out much of the rest of the political power wielders. Lastly, we give you 100 of the more important staff members within the palace and capital. They may not be nobility, but they carry a lot of influence! Yes, by most standards that makes this three books in one!

In addition, we have established two political power structures in which these characters reside. The reason for this is twofold. First, you can use the political structures exactly as we have presented them. In fact, the second structure (Council of Barons) is how these characters are used in the world of Fletnern - available FREE at www.boardenterprises.com. Second, we wanted to demonstrate how easily the same characters could be reworked into different "worlds". You as GM can just as easily pluck these characters out of this supplement and drop them into your world. It is not the character's titles or statistics that matter, but instead their personalities.

Look - We know why you buy supplements like this. Whether it's writer's block or lack of time, game masters need help coming up with ideas, or more to the point, they need help coming up with the spark of an idea. Most game masters (GMs) can turn a spark into a mission with little trouble, but it is the spark or the starting point that can be tough. This supplement's goal is to supply you with characters you can use, sometimes in roles you may not have thought about. If we can do the heavy lifting, you can concentrate more directly on making your game world fun for your players.

This supplement and the others like it are intended to supply you with the spark(s) to get you up and going. They are not intended to rewrite your whole world; they are only intended to give you a starting point that you can build on or fill a gap that

you haven't had the time to handle. Use the pieces that work for you; ignore the rest! That's what cheap supplements are all about!

The Basics

OK - So we assume you are the game master and in need of a few NPCs to control your world (or a portion of it) and influence your players and their characters. We assume you have a world, or at least part of one that you intend to use - enough space that you know where the characters are going to be and they can have adventures.

Our thinking here is that creating a non-player character is usually not that tough, but when you need the depth provided by a couple of hundred NPCs, well that's a lot more difficult. Most of the characters in this book have appeared in active campaigns. The difficulty in writing this was not in developing all the characters, but limiting their descriptions to fit in this book's format. Some are a little stereo-typical. Some have far more depth and dimensions that we can communicate. We think the mix will work for you as well as it has for our play-testers.

The descriptions have been written with the intent that you can reread them quickly during a game session without noticeably slowing the flow of the game - at least the hundreds of descriptions have. You are not expected to memorize each NPC! (Egads!) In fact, we hope that if you read through the book once, you'll have a very general understanding of where they all fit in, and then you can check back should the NPC meet up with any of your PCs.

This supplement is intended to be generic enough to cover just about every game system. Most of the characters in this book should be generic to the rules. Yes, they are geared more for fantasy games, but in many cases, these personalities can be easily morphed into other genres and pretty much any game. As we discussed in length in **Spark of an Idea**, switching genres can be one of the best ways to revitalize ideas.