

Policie List

Mount & Blade 2 Bannerlord

v.1.5.5

by Lord Weland the Betrayer

Name:	1st feature:	2nd feature:	3rd feature:	Flavor Text:
Balliffs	Town security is increased by 1 per day	Towns with a security greater than 60 yield 1 additional influence to the owner clan.	Tax from towns are reduced by 5%	Nobles have the right to appoint balliffs.
Cantons	Daily militia production is increased by 1	Recruits replenish 30% faster	Tax income in settlements are reduced by 10%	Rulers organize farmers into groups of households responsible for supplying troops. This makes recruiting easier, but at the cost of their economic productivity.
Castle Charters	Castle upgrade costs are reduced by 20%			Nobles are encouraged to fortify their estates, and can requisition labor and materials to do so.
Charter of Liberties	Militia quantity is increased by 10% and 10% of militia troops will be higher tier	Revenue paid to both liege and local ruler reduced by 5%		Local communities could sometimes force rulers to sign documents that might limit their powers. They would often use the increased autonomy to raise local militia forces.
Citizenship	+0.5 Loyalty per day to settlements that have the same culture as their owner clan	Settlement militia production is increased by 1	-0.5 Loyalty per day to settlements with a different culture than its owner clan	Many empires granted their populations citizenship which usually came with a series of rights. Of course, citizenship could not be granted immediately to conquered provinces until the popu ation showed it was willing to adopt the ways of the empire, including the language, clothes, and religious cults.
Council of the Commons	Each notable yields 0.1 influence per day to the settlement's owner clan	Tax from fortifications 5% decreased		Some kingdoms, especially those that evolved from a city-state or a tribe, had popular assemblies that most of its members had the right to attend. Its powers were often limited, since it could only meet periodically, but it still gave the public the right to participate in government.
Crown Duty	5% tax on tariffs is paid to the ruler clan	Higher trade penalty in towns	Settlement prosperity is decreased by 1 per day	The ruler is allowed to impose special taxes on trade in towns, payable directly to the royal or imperial treasury.
Debasement Of The Currency	Ruler clan gains 100 denars per day for each town in the kingdom	Settlement loyalty is decreased by 1 per day		Rulers could make money fast by debasing the currency and minting more, but this would cause prices to rise.
Feudal Inheritance	The cost of revoking a fief from a clan is doubled	Clans gain 0.1 influence for each fief they own		States with strict and formal laws of inheritance make it more difficult to revoke land.
Forgiveness of Debts	Settlement loyalty is increased by 2 per day	Settlement production is reduced by 5%		Limits the degree to which lords and merchants can lend to their tenants and employees and then demand repayment, or seize their assets or their freedom. Effectively bans serfdom.
Grazing Rights	Settlement loyalty is increased by 1 per day	Daily militia production is increased by 1		Landowners could often assert legal rights to common areas and charge villages money to use them. If ordinary people petitioned a ruler, however, he might give them the right to use all common areas for hunting or grazing as members of the village.
Hunting Rights	Food production in towns and castles are increased by 2	Town loyalty is decreased by 0.2		Nobles and other landowners have exclusive rights to hunt in forests.
Imperial Towns	Towns held by the ruler clan gain 1 Loyalty and 1 Prosperity per day	Towns held by non-ruler clans lose 0.3 Loyalty per day		A ruler can grant towns special privileges based on their 'immediacy', special access to his person without going through lords or other vassals.
King's Mercenaries	The ruler gains double influence from mercenaries	Non-ruler clans gain 10% less influence from battles		The realm has formally authorized the ruler to maintain a standing force of mercenaries, even in peacetime.
Land Grants For Veterans	Militia quality is increased by 10%	Village tax income is reduced by 5%		The distribution of land to veterans was a key platform of Roman populists such as Marius and Caesar. The presence of veterans in farming communities helps with organizing militias.
Land Tax	5% of the village income is paid to the ruler clan as tax	5% less village income for clans		A shift in the tax system that put more emphasis on property and less on the head tax charged to everyone could collect more from wealthy landowners.
Lawspeakers	All clans whose leader has high Charm gain 1 influence per day	All clans whose leader has low Charm lose 1 influence per day		Refers to the Norse practice of appointing independent elders to remind the council of the law and past precedents. This tends to favor those with the education to make complex legal arguments.
Lords' Privy Council	Tier 5+ clans gain 0.5 influence per day, influence cost of inviting lower tier calns to army are increased by 20%			A small council of the greatest lords of the realm. This gives the main clans extra influence, but prevents other clans from climbing into their ranks.
Magistrates	Town security is increased by 1 per day	Town taxes are reduced by 5%		Rulers could appoint magistrates to rule in disputes and solve crimes. This could cut down on gang activity and lawlessness, but was often greatly resented by communities.
Marshals	Armies led by Tier 5+ nobles require 10% less influence	Influence of the ruler clan is reduced by 1 per day		The highest ranking of nobles have the de facto right to assemble large armies.
Military Coronae	Military achievements grant 20% more influence	Troop wages are increased by 10%		Military achievements are favored and lords can vote to award each other decorations and distinctions (ie, the Roman corona.)
Noble Retinues	Tier 5+ clans lose 1 influence per day and the party size of their leaders is increased by 40			Nobles are expected to raise sizable retinues.
Peerage	For kingdom decisions, Tier 4+clan choices have double effect	Influence cost of the ruler overriding the popular decision outcome is doubled		A formalized ranking of aristocrats could increase the authority of those at the top.
Precarial Land Tenure	The influence cost of proposing settlement annexation is reduced by 50% for the ruler clan			Land grants are considered to be temporary offices rather than the rightful inheritance of lords. In practice heirs tend to take over their family fiefs, but it's easier under Depositions to remove them.
Road Tolls	Trade tax paid to the town owner is increased by 3%	Town prosperity is decreased by 0.2		Local landowners have the right to collect tolls on commerce.
Royal Commissions	The influence cost of creating an army is reduced by 30% for the ruler	Armies led by the ruler earn cohesion at 30% less cost	Armies led by non-ruler nobles cost 10% more influence to create	In theory, the king or empire has the sole right to command men in the field. Anyone commanding an army does so in the king's name.
Royal Guard	Ruler's party size is increased by 60	Non-ruling clans lose 0.2 influence per day.		The ruler maintains a prestigious guard force. It attracts warriors who might otherwise serve their local lord.
Royal Privilege	* For kingdom decisions, the influence cost of the ruler overriding the popular decision outcome is reduced by 20%			There is a long list of reasons why a ruler can reject a law passed by the council. A ruler does not need to search long to find an excuse for a veto.
Sacred Majesty	Ruler clan earns 3 influence per day	Non-ruler clans lose 0.5 influence per day		The ruler is considered semi-divine and certain rituals are to be performed in his or her presence, increasing his or her air of authority.
Senate	Tier 3+ clans gain 0.5 influence per day, influence cost of inviting lower tier clans to army are increased by 10%			All lords have a formal role on the council.
Serfdom	Villages grant 0.2 influence per day to the owner clan	Towns gain 1 security but lose 1 militia and 1 prosperity per day		Tenants are forbidden from leaving the lands of their lords without notice.
State Monopolies	Ruler clan gains 5% of settlement as tax per town	Workshop production is decreased by 10%		The ruler has a monopoly on certain goods, although practically he can license out production to merchants and collect a portion of the proceeds.
Trial by Jury	Settlement loyalty is increased by 0.5 per day	Settlement security is decreased by 0.2 per day	Clans lose 1 influence per day	This limits the ability of magistrates to condemn those they consider criminals quickly. It prevents arbitrary abuse of power, but landowners or gang leaders can sometimes use threats or bribes to manipulate it.
Tribunes of the People	Town taxes paid to the ruler are reduced by 5%	Town loyalty is increased by 1 per day		Tribunes of the Plebs were Roman Republican offices. They were designed to give representation to families without patrician standing, and could veto legislation from the Senate.
War Tax	Ruler gains 5% tax from all settlements	Towns lose 1 prosperity per day	The influence cost of declaring war is doubled for the ruler clan	Exceptional taxes were often applied in wartime.