



The Autocracy of Lech (Lechistan)

"Kurwa"

Ticks: 5

Econ/Military/Free

Events won: Villains, Heresy.

Population: 15/20

Special Population Traits: 4

_____ -Many Races: 4(See [Lechistan's People](#))

Area: 13

Resources: 9

--Natural: 8

- Iron: 1
- Oils: 1
- Tungsten: 1
- Fertile land: 1
- Uranium: 1
- Aluminium: 1
- Titanium: 1

--Unique: 1

- Pre-war junk: 1

Military: 15/24

--Numbers: 7

- Military: 6
- Paramilitary: 1

--Training: 10 (3+7)

- Loose command structure: 0

--Specialization: 7 (5+3)

- Shock and Awe: 4
- Victory through airpower: 1
- Logistics: 1
- Marines: 1

Law & Order: 3

--Enforcement: 3 (+3)

--Surveillance: 0

--Prevention: 0

Technological & Magical Advancements: 15/19/20

- Military Vehicles: 4

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- Reliability: 4
- Optics: 3
- Missiles: +2
- Advanced munitions: 4 (1+2+1 university grant)

Economic Advancement: 15/24/28

--Industry: 15/24

- Aeronautics: +2
- Shipbuilding: 1+1
- Vehicular industry: 2+2
- Agriculture: 3
- Mercenary contractors: +1
- Arms manufacturing: 7 (5 +2)
- Healthcare: 1 (Healthcare grant)
- Infrastructure: 2 (1 + 1 Infrastructure grant)
- Universities: 1 (University Grant)
- Telecommunications: 1 (Warvitalization Grant)

--Services: 0

--Luxury: 0

Cultural Advancement: 3

- Pope: 1
- Heresy destruction: +2

Environment: 8/11 (10 + 3 environment bill)

-Climate: 0

-Landscape: 7/10

-Biodiversity: 0

Disadvantages: 35

- Rigid social structure: -4
- Moderately autonomous provinces: -4
- Inanimate objects gain sentience sometimes: -15
- Bandits rule the fringes of the nation (Borderlands): -10
- Disdain for Degenerates: -2

War Ethos: Neutral

Contact Ethos: Neutral/Mixed

Economic Ethos: Closed/Fascist (1 military point per tick)

The needs of the “ ” focused: Fraternalist
Focus on the: Materialist (1 econ point per tick)

Rule by: Mono (+5 to leader)

Laws: Common Law

Social Mores: 50

Political Rights Scale: 70

Economic Rights Scale: -20

Civil Rights Scale: -60

Nation Description:

The Autocracy of Lech, a traditional monarchy that was founded when Lech had managed to destroy his enemies through copious amounts of alcoholic beverages and barrels. This then let him create the first, and only Lechitic Kingdom. The Kingdom of Lech. This of course was a kingdom that never had a dynastic change, as the Lechowicz dynasty is directly descended from Lech, the Founding Father, and God-King of all Lechites. Any different dynasty would be nothing short of a disturbing amount of *HERESY*.

Now while the nation never exactly had the destructive amount of change that all human nations would always have, *Which would pretty much lead to chaos and anarchy, with a slight touch of failing systems of government as a cherry on top*, The Lechites had slowly began to be more inclusive in terms of governance. During times such as the middle ages, only nobles could ever hope to influence the king's decision making. But nowadays, even a common man can get into government positions if he is capable and a good asset. While the King cannot get '*Voted out*' like so many plebeian systems would dare to do to their glorious leader, those who govern his provinces and his states can indeed be voted in by the people. And due to relative autonomy, these governors can indeed be counted on to change their state or province for better...Or for worse, of course, if the king says that he wants something done, you don't exactly say no...However, these states do tend to argue with each other over things such as their administrative borders. With some governors trying to push rivers in order to expand their borders.

On local levels, the Knights, which are veteran soldiers given extra authority and better equipment, are given control over places such as villages, and are responsible for their wellbeing. Knighthoods are not hereditary, and will not stay for their heirs unless they themselves qualify for it.

Along with this, each Knight has a retinue of 10 'Men at arms', other veteran soldiers which were not deemed to have the appropriate leadership skills for management of places such as villages for example, but their skills are similar to a knights however. The men at arms are responsible for protecting the villages and training the denizens to fight in case it is required.

In places such as towns or cities, the Knights no longer have administrative control over anything except for their property, which can indeed be a knightly order, but they are still entrusted to the job of keeping the town/city safe, and to train citizens to fight.

Adrian Lechowicz

Positive Leader Traits: 55/56

- Minor blood of Jerzy
- Reputation (Intimidation): 7
- Man of the people (Speechcraft/bluff) : 13
- Strategic Genius: 21
- Trickster: 8
- Running away: 7

Negative Leader Traits: 25

- Only appreciates active leaders: -2
- No shits given: -3
- Bottles up negative emotions: -10
- PTSD: -3
- Hates "elves": -3
- Weirdness Magnet: -3
- Fate Hates Him: -2

Gear:

Elite Ranger's Exosuit (Only applies when worn):
2 Armor, 3 control interface/scanner, 4 comms,
Advanced Rebreather, 2 enhanced optics.
Along with this, he has gained a combat pack to go with it.

Adrian Lechowicz was a leader that was at first not seen as fit to inherit the Autocracy by his father, who wanted his other son to become leader instead, and indeed, Adrian's brother did seem to look like the better choice, smarter, braver, stronger, he was pretty much superior to Adrian. His father certainly saw him as rather mediocre in comparison, and after thinking over whether he should throw him into priesthood or the army, he decided eventually to put him into the army as a new recruit, stripped of his royal status.

Though after war was declared on the neighbouring nation of Bordonia, he was thrown into the fight whether he wanted to or not. He was not strong, or smart, and neither was he some sort of brave individual. But despite this, he sucked it up and fought his first battle, he was one of the only survivors, and during the battle he was knocked out by an enemy soldier's shovel. After he regained consciousness, he was buried under corpses of both enemy and fellow soldiers, with him attempting to drag himself back to the camp. But this experience made him grow as a person. He finally had something his brother did not. Experience. He was promoted steadily as the war raged on, with every single battle he became smarter, more

experienced. But after his recent charge on the enemy lines with the soldiers under his command, and the bloody battle that ensued, a peace had finally been achieved. This peace only agreed to take a tiny piece of land from the enemy. Adrian was outraged that all the soldiers that died under him, and all his blood and sweat was all for naught. Many soldiers were in discontent after this debacle. And after managing to rouse up soldiers for his cause, he stormed the palace and slaughtered the King, despite all the efforts of the Guard to stop his soldiers, they could not fend off such tides of angry, disgruntled soldiers. After this, he had claimed the throne for himself, and made the soldiers under his command into 'The Steel Stormtroopers'.

60/60 30/30