"Subject Management"

"Manage your subject nations with various subject interactions."

"Subject Management"

"Sort by Statesmanship"

"Go to Country"

"Go to Province"

"[culture|E] is the primary culture of [country|E]"

"[country|E] follows the [religion|E] pantheon"

"#T Goods Produced#!"

"#T Province Rank#!"

"#T Possible Buildings#!"

"#T Territory Civilization#!"

"#T Tax Income#!"

"#T Succession Support#!"

"#T Religion#!"

"#E Republic#!"

"#E Monarchy#!"

"#E Tribal#!"

"#T Culture Groups#!"

"#T Government#!"

"#T Diplomatic Stance#!"

"#T Subject Loyalty#!"

"#E No Loyalty#!"

"Opinion"

"Current Opinion"

"#T Demand Increased Tribute#!\nIncrease the amount subjects pay to us by #Y 20%#! for #Y 5#! years but also decrease loyalty of all subjects by #R 15#! and their opinion of us by #R 20#!.\nThis costs #R 75#! Political Influence.\n\n(Cannot Increase Autonomy at the same time as this)"

"#T Change all Subject Focuses#!\nChange the focus of all subject nations to one of your choice."

"#T Change all Subject Focuses to Commerce#!\nThis will increase our subjects global commerce by #Y 10%#! and give #Y 2#! additional trade routes in their capital.\n\nThe cost will depend on how many subjects we have and subject Focus can only be changed every #Y 5#! years."

"#T Change all Subject Focuses to Military#!\nThis will increase our subjects land morale by #Y 5%#! and manpower by #Y 10%#!.\n\nThe cost will depend on how many subjects we have and subject Focus can only be changed every #Y 5#! years."

"#T Change all Subject Focuses to Development#!\nThis will increase pop growth by #Y 5%#! and decrease build cost and time by #Y -10%#! for our subjects.\n\nThe cost will depend on how many subjects we have and subject Focus can only be changed every #Y 5#! years."

"#T Change all Subject Focuses to Cultural#!\nThis will increase the Assimililation and Conversion speeds by #Y 10%#! of all subjects that have the same primary culture as us.\n\nThe cost will depend on how many subjects we have and subject Focus can only be changed every #Y 5#! years."

"#T Increase Integrations#!\nThis will increase integration speed by #Y 20%#! for #Y 10#! years but will decrease subject loyalty and opinon by #R 10#!.\nThis costs #R 75#! Political Influence."

"#T Increased Autonomy#!\nDecrease the amount subjects pay to us by #Y 20%#! for #Y 5#! years but also increase loyalty and opinion of all subjects by #Y 10#!.\nThis costs #R 50#! Political Influence.\n\n(Cannot Increase Tribute at the same time as this)"

"#T Change Individual Subject Focus#!\nThis will allow you to choose a focus for a single subject at the cost of #R 25#! Political Influence."

"#T Bestow Gifts#!\nThis will give us many options to shower a selected subject with gifts to increase their loyalty.\nThis costs #R 25#! Political Influence and can only be done every #Y 2#! years."

"#T Divert Trade#!\nThis will force a subject to contribute a larger portion of their trade to ours for #Y 5#! years. \nThis costs #R 50#! Political Influence and can only be done every #Y 5#! years."

"#T Force Into War#!\nThis will force a rebellious non-tributary subject to join all of our wars.\nThis costs #R 50#! Political Influence, we must be at war, and can only be done every #Y 2#! years."

"#T Contribute to Capital#!\nThis will force a subject to move up to #Y 5#! pops from their highest population territory to our capital.\nThis costs #R 35#! Political Influence and can only be done every #Y 2#! years."

"#T Levy Soldiers#!\nThis will give manpower from our subjects based on their size.\nThis costs #R 50#! Political Influence and can only be done every #Y 2#! years."

"#T Civilize Tribes#!\nThis will begin a long process to civilize one of our #Y Tribal Vassals#!, potentially changing their government and subject type.\nThis costs #R 100#! Political Influence and can only be done every #Y 2#! years."

"#T Bring Subect Into War#!\nUse this on any subject to force them into all of the wars that we are currently in.\nThis costs #R 50#! Political Influence, we must be at war, and can only be done every #Y 2#! years."

"#T Expand Dynasty#!\nThis will start a scheme to put a member of our ruling dynasty on the throne of a subject nation.\nThis costs #R 100#! Political Influence and can only be done every #Y 2#! years."

"#T Change Subject Type#!\nThis will start a scheme to attempt to change a subject that has a primary culture is in our culture group into a #Y Feudatory#!.\nThis costs #R 100#! Political Influence and can only be done every #Y 2#! years."

"Build Buildings"

"Build in Selected Territory"

"Select Territory to Build In"

"Subject Management"

"Subject Focus can only be changed every #Y 5#! years."

"Commerce Focused Subject"

"Military Focused Subject"

"Development Focused Subject"

"Increased Subject Tribute"

"Increased Integrations"

"Culturally Focused Subject"

"Increased Loyalty"

"Increased Loyalty"

"Forced to Change Religion"

"Forced to Change Culture"

"Overlord Stole Pops"

"Civilizing Tribe"

"Diverting Subjects Trade"

"Trade Diverted by Overlord"

"Close Relations with Overlord"

"Increased Autonomy"

"Overlord Took Manpower"

"Pops taken from Territory"

"Forced Levy"

"Forced into War"

"Overlord Diverting Trade"

"Refused to become Feudatory"

"Dynasty Member on Throne"

"Commerce Focus"

"The lands of our subjects are ripe for economic development. They are already blessed with fertile lands and an industrious people, and by commanding that they focus their considerable talents into their improving their local economy, our entire nation will prosper because of it."

"Commerce is the Way!"

"Maybe this isn't such a good idea."

"Military Focus"

"It is no secret that the men of our subject nations are a contentious bunch, quick to anger and willing to fight over the slightest provocations, be they real or imagined. Would it not make sense for us to tap into this wellspring of wrath? The hotheads of our subjects would make fierce additions to the ranks of our military...we should train these youth and harness them for our own needs, lest they eventually direct their aggression towards the state."

"A Stronger Army is needed!"

"Maybe this isn't such a good idea."

"Development Focus"

"The docile inhabitants of our subjects have no greater wish than to see their own holdings flourish under [SCOPE.GetRootScope.GetCountry.GetNameWithNoTooltip]'s hegemony; a desire that we also share. We shall give them our blessing and allow them to focus on their internal development, knowing that we, too, shall gain from a content and thriving populace."

"Development will bring Prosperity!"

"Maybe this isn't such a good idea."

"Increased Tribute"

"After extensive discussions with the financial advisors of [SCOPE.GetRootScope.GetCountry.GetNameWithNoTooltip], [SCOPE.GetRootScope.GetCountry.GetRuler.GetName] has decided that all subject states should increase the amount of tribute that they send to us every month. Considering the staggering expenses that have been paid into maintaining the territories of [SCOPE.GetRootScope.GetCountry.GetNameWithNoTooltip], it is only natural that these burdens should be shared by the peoples benefitting from our benevolence."

"It is our prerogative to place indemnities"

"Maybe this isn't such a good idea."

"Increased Integration"

"It has been decided that the current situation in [SCOPE.GetRootScope.GetCountry.GetNameWithNoTooltip] is not to our satisfaction; the people in our subject nations are slowly being influenced by the [SCOPE.GetRootScope.GetCountry.GetPrimaryCulture.GetName] ways. However, this is not happening as quickly as [SCOPE.GetRootScope.GetCountry.GetRuler.GetName] would like. Of course, we could...'suggest'...that this process be accelerated, but there are likely to be ramifications outside of our control. What should we do?"

"Hopefully they will like us"

"Maybe this isn't such a good idea."

"Cultural Focus"

"In order to ensure that proper [SCOPE.GetRootScope.GetCountry.GetReligion.GetName] and [SCOPE.GetRootScope.GetCountry.GetPrimaryCulture.GetName] ways are embraced throughout the entirety of our dominion, we could command our subjects to focus on assimilating our beliefs. The differences between our cultures are nominal, anyways; this should be a relatively painless process, to the benefit of us all...all that is left is for you to say the word."

"Great Idea!"

"What a shame"

"Maybe this isn't such a good idea."

"We have no subjects with [SCOPE.GetRootScope.GetCountry.GetPrimaryCulture.GetName|Y] primary culture!"

"All of our subjects with our culture or religion will gain the following modifier:"

"All of our subjects will gain the following modifier:"

"Increased Autonomy"

"It has been suggested by many of the subjects of [SCOPE.GetRootScope.GetCountry.GetNameWithNoTooltip] to relax some of the onerous taxes that we have placed upon them. Although [SCOPE.GetRootScope.GetCountry.GetRuler.GetName] isn't a fan of the idea of decreased incomes, [SCOPE.GetRootScope.GetCountry.GetRuler.GetHerHis] are aware that this coin is two-sided; this gesture, while expensive, would ultimately result in increased loyalty of our subjects. Besides, it wouldn't be the worst thing to have their elites owing us a favor..."

"This will do the trick"

"If anything they should pay more..."

"Bestowing Gifts"

"It has been brought to our attention that the people of [recipient.GetName] are having a difficult time adjusting to their new political realities; they will learn soon enough, one way or the other, but as of now, we have a slowly-escalating loyalty crisis on our hands. Predictably, it has been suggested that we could spread some wealth around, in order to remind the elites where their loyalties lie...'tis an expensive thing, managing the ship of state. What would you have us to do?"

"Shower them with gifts"

"A small sum will do"

"This is too expensive"

"Change Focus of [recipient.GetName]"

"One of the many duties that [SCOPE.GetRootScope.GetCountry.GetRuler.GetName] is tasked with is the internal management of the provinces and territories within their borders. A simple thing, really; you give the command, and the bureacracy responsible for the day-to-day operations within a territory will begin to focus on the specific task you give them. As head of our nation, we are responsible for directing the energies of our people; we will shape the destines of our lands as we see fit. What should the people of [recipient.GetName] focus upon improving?"

"Commerce Focus"

"Military Focus"

"Development Focus"

"Cultural Focus"

"Diverting Trade"

"The trade incomes in [recipient.GetName] are booming, thanks to the peace and prosperity that [SCOPE.GetRootScope.GetCountry.GetRuler.GetName] has brought to the region. The might of [SCOPE.GetRootScope.GetCountry.GetPrimaryCulture.GetName] arms has allowed the mercantile class to flourish, and, as such, we are entitled to a cut of these profits. We have invested our blood and wealth into [recipient.GetName]; it is our right to skim a little off of the top of their treasuries. Inform their leaders of our expectations."

"It shall be done"

"[recipient.GetNameWithNoTooltip] Joins the War"

"Although the loyalties of [recipient.GetName] are dubious during the best of times, our current military entanglements require us to take what some might consider to be drastic steps. Although they were initially hesitant to join our soldiers in the field, when presented with an alternative (at the tip of a spear), [recipient.GetName] wisely decided to send their men. We will slay our enemies together and return to the matter of their insolence at a future date."

"Together, we shall be triumphant!"

"The People of [recipient.GetName]"

"In order to properly understand the diverse peoples living under our banner, we have decided to bring some of the inhabitants of [recipient.GetName] to our capital city; it is our sincere hope that, in time, these people will embrace [SCOPE.GetRootScope.GetCountry.GetPrimaryCulture.GetName] ways. There might be some grumbling, to be sure, but we prepared for whatever might happen."

"Fantastic"

"Forced Levy"

"There is no way to honey these words; we have a manpower crisis, my [SCOPE.GetRootScope.GetCountry.GetRuler.GetTitle], and if we don't take care of it, we could lose everything. It appears that our military advisors did not properly plan for the logistical problems that we would face, and now our reserves of fighting men are frighteningly low. Although this goes against normal practice, we can compel the men [recipient.GetName] to join our armies - this will be tremendously unpopular, but we don't have much choice in the matter."

"We need the men"

"[recipient.GetName] will change their religion to [SCOPE.GetRootScope.GetCountry.GetReligion.GetName]"

"[new\_ruler\_for\_subject.GetName] will move to [recipient.GetName] and attempt to assert himself as ruler, and [new\_ruler\_for\_subject.GetHerHis] will report back to us with the results."

"[recipient.GetName] will become a Monarchy. The people of [recipient.GetName] will choose what kind of Monarchy."

"[recipient.GetName] will become a Republic. The people of [recipient.GetName] will choose what kind of Republic."

"The [Country.GetGovernment.GetName] of [Country.GetNameWithNoTooltip] is located in the region of [Country.GetCapital.GetArea.GetRegion.GetName]. It is ruled by [Country.GetRuler.GetName], and is considered to be a [Country.GetRankName].\n\nTheir opinion of us is [Country.GetOpinionOf( Player.GetCountry )|+=]\n[Country.GetNameWithNoTooltip] is a [Country.Custom('show\_subject\_type\_loc')]\n[Country.GetNameWithNoTooltip][Country.Custom('show\_current\_subject\_focus\_loc')]"

" has a subject focus of: #Y Commerce#!"

" has a subject focus of: #Y Military#!"

" has a subject focus of: #Y Development#!"

" has a subject focus of: #Y Cultural#!"

"'s overlord has not selected a subject focus."

""

"#Y Client State#! subject."

"#Y Satrapy#! subject."

"#Y Feudatory#! subject."

"#Y Tributary#! subject."

"#Y Tribal Vassal#! subject."

"#Y Colony#! subject."

"#Y Mercenary City State#! subject."

"#Y League City State#! subject."

"is not a subject nation."

"Can only build in #Y 1#! subjects province at a time."

"Show Focus"

"Character Focus"

"Martial Focus"

"Martial Focus"

"#T Martial Ethos#!"

"#T Civic Ethos#!"

"#T Religious Ethos#!"

"#T Oratory Ethos#!"

"Manage Holdings"

"Aquire Wealth"

"Encourage Trade"

"Encourage Construction"

"Increase Autonomy"

"#T Siegecraft#!"

"#T Strategy#!"

"#T Naval#!"

"#T Command#!"

"#T Character Focus Experience#!\n\n[CharacterWindow.GetCharacter.GetName] currently has #Y [CharacterWindow.GetCharacter.MakeScope.Var('character\_focus\_experience').GetValue|2]#! experience.\n\n#Y 100#! is needed to take a new focus perk.\n\n#TF Every month the ruler of a nation will gain #Y 2#! character experience. More can be gained from events and other actions."

"Prowess Focus"

"Strategy Focus"

"Siegecraft Focus"

"Command Focus"

"Populist Focus"

"Oration Focus"

"Foreign Affairs Focus"

"Family Focus"

"Construction Focus"

"Holding Focus"

"Commerce Focus"

"Wealth Focus"

"Divinity Focus"

"Philosophy Focus"

"Preistly Support Focus"

"Piety Focus"

"Loyal Generals"

"Inspired Commanders"

"Military Values"

"Strict Organization"

"Siege Training"

"Naval Construction"

"Grain Production"

"Grain Distribution"

"Taxation Policies"

"Increased Tariffs"

"Organized Holdings"

"Land Appropriation"

"Construction Leader"

"True Ruler"

"Wise Advisors"

"Head of Administration"

"Ambassadors"

"Prosperity For All"

"Conversion Policies"

"Mandatory Practice"

"Divine Mandate"

"Patronize Temples"

"Religious Calendar"

"Bribery"

"Bribe Cost"

"Philosopher King"

""

"Master of Diplomacy"

""

"Veteran Warrior"

""

"Master of Trade"

""

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] gains the #Y 'Veteran Warrior'#! trait."

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] gains the #Y 'Philosopher King'#! trait."

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] gains the #Y 'Master of Trade'#! trait."

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] gains the #Y 'Master of Diplomacy'#! trait."

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] gains the #Y 'Original Thinker'#! trait."

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] gains a #Y Naval#! trait."

"All Children will gain #Y 1-3#! skill points."

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] is already focused on [SCOPE.GetRootScope.GetCharacter.Custom('current\_character\_focus\_loc')|Y]"

"Prowess"

"Strategy"

"Siegecraft"

"Command"

"Popularity with the People"

"Oration"

"Foreign Affairs"

"Family"

"Construction"

"Holdings"

"Commerce"

"Wealth"

"Divinity"

"Philosophy"

"Preistly Support"

"Piety"

"While [SCOPE.GetRootScope.GetCharacter.GetName] is ruler"

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] is already focused on Prowess."

"This has already been completed!"

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] does not have an available perk."

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] can only change focus every #Y 5#! years."

"[SCOPE.GetRootScope.GetCharacter.GetNameWithNoTooltip] must be an adult."

"Can only change the focus of the ruler."

"Can't change the focus of a character in another country!"

"[SCOPE.GetRootScope.GetCharacter.GetName] does not have a #Y Martial#! focus."

"[SCOPE.GetRootScope.GetCharacter.GetName] does not have a #Y Oratory#! focus."

"[SCOPE.GetRootScope.GetCharacter.GetName] does not have a #Y Civic#! focus."

"[SCOPE.GetRootScope.GetCharacter.GetName] does not have a #Y Zeal#! focus."

"#Y 'Loyalty and Respect'#! must be completed."

"#Y 'Loyal Generals'#! must be completed."

"#Y 'Naval Expansion'#! must be completed."

"#Y 'Inspiring Commander'#! must be completed."

"#Y 'Siege Training'#! must be completed."

"#Y 'Naval Construction'#! must be completed."

"#Y 'Strict Organization'#! must be completed."

"#Y 'Military Values'#! must be completed."

"#Y 'Assert Authority'#! must be completed."

"#Y 'Ambassadors'#! must be completed."

"#Y 'Head of Administration'#! must be completed."

"#Y 'Hospitality'#! must be completed."

"#Y 'Wise Advisors'#! must be completed."

"#Y 'Sound Foundations'#! must be completed."

"#Y 'Bribery'#! must be completed."

"#Y 'True Ruler'#! must be completed."

"#Y 'Land Appropriation'#! must be completed."

"#Y 'Construction Leader'#! must be completed."

"#Y 'Holding Organization'#! must be completed."

"#Y 'Local Forums'#! must be completed."

"#Y 'Increased Tariffs'#! must be completed."

"#Y 'Taxation Policies'#! must be completed."

"#Y 'Grain Distribution'#! must be completed."

"#Y 'Local Administrators'#! must be completed."

"#Y 'Observe Rituals'#! must be completed."

"#Y 'Patronize Temples'#! must be completed."

"#Y 'Divine Mandate'#! must be completed."

"#Y 'Mandatory Practice'#! must be completed."

"#Y 'Religious Calendar'#! must be completed."

"#Y 'Conversion Policies'#! must be completed."

"#Y 'Legendary Ancestors'#! must be completed."

"#Y 'Divine Offerings'#! must be completed."

"#Y 'Prosperity For All'#! must be completed."

"#T Prowess Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Strategy Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Siegecraft Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Command Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Loyalty and Respect#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Loyal Generals#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Inspiring Commander#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Naval Expansion#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Naval Construction#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Siege Training#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Military Values#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Strict Organization#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Veteran Warrior#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Populist Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Oration Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Foreign Affairs Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Family Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Assert Authority#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Hospitality#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Head of Administration#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Wise Advisors#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T True Ruler#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Sound Foundations#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Bribery#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Diplomatic Master#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Ambassadors#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Construction Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Holding Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Commerce Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Wealth Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Construction Leader#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Land Appropriation#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Holding Organization#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Local Forums#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Increased Tariffs#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Taxation Policies#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Grain Distribution#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Local Administrators#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Master of Trade#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Divinity Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Philosophy Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Preistly Support Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Piety Focus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Patronize Temples#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Observe Rituals#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Divine Mandate#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Religious Calendar#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Religious Mandate#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Divine Offerings#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Conversion Policies#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Legendary Ancestors#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Prosperity for All#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Philosopher King#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( CharacterWindow.GetCharacter.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"#T Martial Perk Available#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( AlertManager.GetPlayer.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"Can take a #R Martial#!@military\_icon! perk."

"#T Oratory Perk Available#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( AlertManager.GetPlayer.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"Can take a #Y Oratory#!@oratory\_icon! perk."

"#T Civic Perk Available#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( AlertManager.GetPlayer.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"Can take a #G Civic#!@civic\_icon! perk."

"#T Zeal Perk Available#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( AlertManager.GetPlayer.MakeScope ).AddScope('player', Player.MakeScope ).End )]"

"Can take a #T Zeal#!@religious\_icon! perk."

"Focus Available"

"[SCOPE.GetRootScope.GetCountry.GetRuler.GetName] can select a character focus perk"

"Cool"

"100 Points"

"[SCOPE.GetRootScope.GetCountry.GetRuler.GetName] has gained 100 points"

"Cool"

"Goods produced by us in [Governorship.GetName] is: #Y [GuiScope.SetRoot( Governorship.MakeScope ).ScriptValue('all\_governorship\_trade\_svalue')|0]#!\nTotal goods produced in [Governorship.GetName] is: #Y [GuiScope.SetRoot( Governorship.GetRegion.MakeScope ).ScriptValue('all\_region\_trade\_svalue')|0]#!"

"[Governorship.GetCapital.GetOwner.GetName|Y] has #Y [GuiScope.SetRoot( Governorship.MakeScope ).ScriptValue('percentage\_of\_trade\_value\_in\_region\_svalue')|0%]#! of the trade value in [Governorship.GetName|Y]\n\n#TF Trade value is a measure of the total goods produced and commerce value in a region. If we have 90% of the trade value in a region then we will gain a commerce modifier.\nFor every region that is over 90% the modifier will increase in strength. If we have 90% trade power in 25 or more regions then [Governorship.GetCapital.GetOwner.GetName] will be proclaimed the Trade Hegemon."

"#T Upgrade Trade Center to level [GuiScope.SetRoot( Province.MakeScope ).ScriptValue('trade\_center\_level\_plus\_1\_svalue')|0]#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Province.MakeScope ).AddScope('player', Player.MakeScope ).End )]\n\n#Y Trade centers increase trade power in the region that they are in by +5 for each level."

"Governorship Income\n[Governorship.GetIncomeBreakdown]"

"[Province.GetName]\n#TF Click to go to [Province.GetName]."

"[SCOPE.GetRootScope.GetProvince.GetName|Y] is already a max level Trade Center."

"#T [Country.GetName]#!\n[Country.GetRankName] from the region of [Country.GetCapital.GetArea.GetRegion.GetName]."

"#T Show Bloodlines#!\n\n#TF This will show all bloodlines and all characters with bloodlines.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_amber')|0]#! #Y Amber#! to gain a unique trading in #Y Amber#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_amber\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_base\_metals')|0]#! #Y Base Metals#! to gain a unique trading in #Y Base Metals#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_base\_metals\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_camels')|0]#! #Y Camels#! to gain a unique trading in #Y Camels#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_camels\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_livestock')|0]#! #Y Livestock#! to gain a unique trading in #Y Livestock#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_livestock\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_cloth')|0]#! #Y Cloth#! to gain a unique trading in #Y Cloth#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_cloth\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_dates')|0]#! #Y Dates#! to gain a unique trading in #Y Dates#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_dates\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_dye')|0]#! #Y Dye#! to gain a unique trading in #Y Dye#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_dye\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_earthware')|0]#! #Y Earthware#! to gain a unique trading in #Y Earthware#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_earthware\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_elephants')|0]#! #Y Elephants#! to gain a unique trading in #Y Elephants#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_elephants\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_fish')|0]#! #Y Fish#! to gain a unique trading in #Y Fish#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_fish\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_fur')|0]#! #Y Fur#! to gain a unique trading in #Y Fur#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_fur\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_gems')|0]#! #Y Gems#! to gain a unique trading in #Y Gems#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_gems\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_glass')|0]#! #Y Glass#! to gain a unique trading in #Y Glass#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_glass\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_grain')|0]#! #Y Grain#! to gain a unique trading in #Y Grain#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_grain\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_hemp')|0]#! #Y Hemp#! to gain a unique trading in #Y Hemp#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_hemp\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_honey')|0]#! #Y Honey#! to gain a unique trading in #Y Honey#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_honey\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_horses')|0]#! #Y Horses#! to gain a unique trading in #Y Horses#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_horses\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_incense')|0]#! #Y Incense#! to gain a unique trading in #Y Incense#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_incense\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_iron')|0]#! #Y Iron#! to gain a unique trading in #Y Iron#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_iron\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_leather')|0]#! #Y Leather#! to gain a unique trading in #Y Leather#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_leather\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_marble')|0]#! #Y Marble#! to gain a unique trading in #Y Marble#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_marble\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_olive')|0]#! #Y Olives#! to gain a unique trading in #Y Olives#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_olive\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_salt')|0]#! #Y Salt#! to gain a unique trading in #Y Salt#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_salt\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_papyrus')|0]#! #Y Papyrus#! to gain a unique trading in #Y Papyrus#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_papyrus\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_precious\_metals')|0]#! #Y Precious Metals#! to gain a unique trading in #Y Precious Metals#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_precious\_metals\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_silk')|0]#! #Y Silk#! to gain a unique trading in #Y Silk#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_silk\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_spices')|0]#! #Y Spices#! to gain a unique trading in #Y Spices#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_spices\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_steppe\_horses')|0]#! #Y Steppe Horses#! to gain a unique trading in #Y Steppe Horses#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_steppe\_horses\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_stone')|0]#! #Y Stone#! to gain a unique trading in #Y Stone#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_stone\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_vegetables')|0]#! #Y Vegetables#! to gain a unique trading in #Y Vegetables#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_vegetables\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_wild\_game')|0]#! #Y Wild Game#! to gain a unique trading in #Y Wild Game#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_wild\_game\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_wine')|0]#! #Y Wine#! to gain a unique trading in #Y Wine#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_wine\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_wood')|0]#! #Y Wood#! to gain a unique trading in #Y Wood#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_wood\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_sugar')|0]#! #Y Sugar#! to gain a unique trading in #Y Sugar#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_sugar\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_cedar')|0]#! #Y Cedar#! to gain a unique trading in #Y Cedar#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_cedar\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_myrrh')|0]#! #Y Myrrh#! to gain a unique trading in #Y Myrrh#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_myrrh\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_cinnabar')|0]#! #Y Cinnabar#! to gain a unique trading in #Y Cinnabar#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_cinnabar\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_lapis')|0]#! #Y Lapis Lazuli#! to gain a unique trading in #Y Lapis Lazuli#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_lapis\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_jade')|0]#! #Y Jade#! to gain a unique trading in #Y Jade#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_jade\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_fruits')|0]#! #Y Fruits#! to gain a unique trading in #Y Fruits#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_fruits\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"#T Set Production Focus#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]\n\nWe must produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('75\_percent\_of\_world\_silphium')|0]#! #Y Silphium#! to gain a unique trading in #Y Silphium#! modifier\nWe currently produce #Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('player\_silphium\_produced')|0]#!\n\n#TF A modifier is gained when at least 75% of the production of a trade good is controlled.#!"

"Already focused on producing #Y [SCOPE.GetRootScope.GetCountry.Custom('current\_trade\_good\_focus\_loc')]#!"

"Amber"

"Iron"

"Camels"

"Livestock"

"Hemp"

"Cloth"

"Dates"

"Dye"

"Earthware"

"Fish"

"Fur"

"Gems"

"Glass"

"Elephants"

"Grain"

"Honey"

"Horses"

"Incense"

"Base Metals"

"Leather"

"Marble"

"Olives"

"Salt"

"Papyrus"

"Precious Metals"

"Silk"

"Spices"

"Steepe Horses"

"Stone"

"Vegetables"

"Wild Game"

"Wine"

"Wood"

"Sugar"

"Cedar"

"Myrrh"

"Cinnabar"

"Lapis"

"Jade"

"Fruits"

"Silphium"

"All #Y Amber#! producing territories will gain:\n"

"All #Y Iron#! producing territories will gain:\n"

"All #Y Camel#! producing territories will gain:\n"

"All #Y Livestock#! producing territories will gain:\n"

"All #Y Hemp#! producing territories will gain:\n"

"All #Y Cloth#! producing territories will gain:\n"

"All #Y Date#! producing territories will gain:\n"

"All #Y Dye#! producing territories will gain:\n"

"All #Y Earthware#! producing territories will gain:\n"

"All #Y Fish#! producing territories will gain:\n"

"All #Y Gem#! producing territories will gain:\n"

"All #Y Glass#! producing territories will gain:\n"

"All #Y Elephant#! producing territories will gain:\n"

"All #Y Grain#! producing territories will gain:\n"

"All #Y Honey#! producing territories will gain:\n"

"All #Y Horse#! producing territories will gain:\n"

"All #Y Incense#! producing territories will gain:\n"

"All #Y Base Metal#! producing territories will gain:\n"

"All #Y Leather#! producing territories will gain:\n"

"All #Y Marble#! producing territories will gain:\n"

"All #Y Olive#! producing territories will gain:\n"

"All #Y Salt#! producing territories will gain:\n"

"All #Y Papyrus#! producing territories will gain:\n"

"All #Y Precious Metal#! producing territories will gain:\n"

"All #Y Silk#! producing territories will gain:\n"

"All #Y Spice#! producing territories will gain:\n"

"All #Y Steppe Horse#! producing territories will gain:\n"

"All #Y Stone#! producing territories will gain:\n"

"All #Y Vegetable#! producing territories will gain:\n"

"All #Y Wild Game#! producing territories will gain:\n"

"All #Y Wine#! producing territories will gain:\n"

"All #Y Woad#! producing territories will gain:\n"

"All #Y Wood#! producing territories will gain:\n"

"All #Y Fur#! producing territories will gain:\n"

"All #Y Sugar#! producing territories will gain:\n"

"All #Y Cedar#! producing territories will gain:\n"

"All #Y Myrrh#! producing territories will gain:\n"

"All #Y Cinnabar#! producing territories will gain:\n"

"All #Y Lapis Lazuli#! producing territories will gain:\n"

"All #Y Jade#! producing territories will gain:\n"

"All #Y Fruit#! producing territories will gain:\n"

"All #Y Silphium#! producing territories will gain:\n"

"@civic\_icon!"

"\nAfter #Y 2#! years [SCOPE.GetRootScope.GetProvince.GetName] will gain the following:\n"

"Regional Trade"

"desc"

"f"

"Trade Good Production"

"desc"

"f"

"Bloodlines"

"desc"

"f"

"Province Deity"

"desc"

"f"

"Level 1 Regional Center of Trade"

"#Y This modifier increases regional trade power by 5#!"

"Level 2 Regional Center of Trade"

"#Y This modifier increases regional trade power by 10#!"

"Level 3 Regional Center of Trade"

"#Y This modifier increases regional trade power by 15#!"

"Level 4 Regional Trade Center"

"#Y This modifier increases regional trade power by 20#!"

"Level 5 Regional Trade Center"

"#Y This modifier increases regional trade power by 25#!"

"Control of Regional Trade"

"#Y This modifier is increased by 2.5% for every region that we have at least 90% trade power in. The max it can give is +25%, then a new modifier will be given.#!"

"Dominating Regional Trade"

"#Y This modifier is given for having more than 90% trade power in more than 10 regions. If 90% trade power is gained in more than 25 regions than this modifier will be replaced with 'Trade Hegemony'.#!"

"Trade Hegemony"

"#Y This modifier is gained from having at least 25 regions with 90% trade power, our nation is truly the greatest mercantile power in the world.#!"

"Upgrading Trade Center"

"Trading in Amber"

"Trading in Base Metals"

"Trading in Camels"

"Trading in Livestock"

"Trading in Cloth"

"Trading in Dates"

"Trading in Dye"

"Trading in Earthware"

"Trading in Elephants"

"Trading in Fish"

"Trading in Fur"

"Snowlet's favorite trade good...strange."

"Trading in Gems"

"Trading in Glass"

"Trading in Grain"

"Trading in Hemp"

"Trading in Honey"

"Trading in Horses"

"Trading in Incense"

"Trading in Iron"

"Trading in Leather"

"Trading in Marble"

"Trading in Olives"

"Trading in Salt"

"Trading in Papyrus"

"Trading in Precious Metals"

"Trading in Silk"

"Trading in Spices"

"Trading in Steppe Horses"

"Trading in Stone"

"Trading in Vegetables"

"Trading in Wild Game"

"Trading in Wine"

"Trading in Wood"

"Trading in Sugar"

"Trading in Cedar"

"Trading in Myrrh"

"Trading in Cinnabar"

"Trading in Lapis Lazuli"

"Trading in Fruits"

"Trading in Silphium"

"Production Focus"

"The entire nation is focused on producing this trade good."

"#T Show characters with the Blood of Lysimachos#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Antigonos#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Antipatros#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Argeads#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show Lagid Characters#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Sekeukos#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Aiakos#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Agiad Bloodline#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Achaemenid Bloodline#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Chandragupta#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Zadok#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Agathocles#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Orontid#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Atropates#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Barca#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Arsaces#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Spartocid#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Sophytid#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Diodotus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Brenus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Illyrius#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Claudii#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Cornelii#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Demosthenid#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Mithridates#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Superbus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Vercingetorix#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Chola#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Pandya#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Chera#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Kalinga#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Magonid#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Hannonid#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Dido#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Porus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Vijaya#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Ariovistid#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Battiad#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Menander#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Bharata#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Aratus#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of David#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"#T Show characters with the Blood of Zipoetes#!\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( Player.MakeScope ).End )]"

"There are no characters with the # Lysimachos#! Bloodline."

"There are no characters with the #Y Antigonid#! Bloodline."

"There are no characters with the #Y Antipatrid#! Bloodline."

"There are no characters with the #Y Argead#! Bloodline."

"There are no characters with the #Y Lagid#! Bloodline."

"There are no characters with the #Y Seleucid#! Bloodline."

"There are no characters with the #Y Blood of Aikos#!."

"There are no characters with the #Y Blood of Agiad#!."

"There are no characters with the #Y Blood of Achaemenids#!."

"There are no characters with the #Y Blood of Chandragupta#!."

"There are no characters with the #Y Blood of Zadok#!."

"There are no characters with the #Y Blood of Agathocles#!."

"There are no characters with the #Y Blood of Orontid#!."

"There are no characters with the #Y Blood of Atropates#!."

"There are no characters with the #Y Blood of Barca#!."

"There are no characters with the #Y Blood of Arsaces#!."

"There are no characters with the #Y Blood of Spartocid#!."

"There are no characters with the #Y Blood of Sophytid#!."

"There are no characters with the #Y Blood of Diodotus#!."

"There are no characters with the #Y Blood of Brennus#!."

"There are no characters with the #Y Blood of Illyrius#!."

"There are no characters with the #Y Blood of Claudii#!."

"There are no characters with the #Y Blood of Cornelii#!."

"There are no characters with the #Y Blood of Demosthenid#!."

"There are no characters with the #Y Blood of Mithridates#!."

"There are no characters with the #Y Blood of Superbus#!."

"There are no characters with the #Y Blood of Vercingetorix#!."

"There are no characters with the #Y Blood of Chola#!."

"There are no characters with the #Y Blood of Pandya#!."

"There are no characters with the #Y Blood of Chera#!."

"There are no characters with the #Y Blood of Kalinga#!."

"There are no characters with the #Y Blood of Magonid#!."

"There are no characters with the #Y Blood of Hannonid#!."

"There are no characters with the #Y Blood of Dido#!."

"There are no characters with the #Y Blood of Porus#!."

"There are no characters with the #Y Blood of Vijaya#!."

"There are no characters with the #Y Blood of Zipoetes#!."

"There are no characters with the #Y Blood of Ariovistid#!."

"There are no characters with the #Y Blood of Battiad#!."

"There are no characters with the #Y Blood of Menander#!."

"There are no characters with the #Y Blood of Menander#!."

"There are no characters with the #Y Blood of Menander#!."

"There are no characters with the #Y Blood of David#!."

"Date"

"The game date counts from the founding of Rome; Ab Urbe Condita."

"Country"

"Countries"

"The [Country.GetGovernment.GetName] of [Country.GetNameWithNoTooltip] is located in the region of [Country.GetCapital.GetArea.GetRegion.GetName]. It is ruled by [Country.GetRuler.GetName], and is considered to be a [Country.GetRankName].\n\nTheir opinion of us is [Country.GetOpinionOf( Player.GetCountry )|+=]\n\n[Country.GetNameWithNoTooltip] is a [Country.Custom('show\_subject\_type\_loc')]\n[Country.GetNameWithNoTooltip][Country.Custom('show\_current\_subject\_focus\_loc')]"

"Countries are the diplomatic entities that you will interact with during play. They can represent anything from small nation-states, to vast empires or migratory hordes.\n\nCountries draw their income and resources directly from the [pops|E] within the [territories|E] that they own, and each have a court of [characters|e], led by a [ruler|e]."

"Ruler"

"Every [country|E] has a character as its ruler. The strength of a ruler can be measured by their four primary attributes, each of which has highly beneficial effects upon a [country|e]."

"Territory"

"Territories"

"A territory is the smallest administrative division, belonging to a [province|E], which itself belongs to a [governorship|E]. Territories contain [pops|E], produce [tradegoods|E], and have a [province\_rank|E].\n\nMost territories will be owned by a [country|E], though they can also be uncolonized, offering up an opportunity for those cunning enough to exploit it."

"Family"

"Families"

"A Family is a group of important [people|E] related to each other, and usually living in the same [country|E].\n\nA [country|E] can have a number of Great Families - increased by nation rank - which will each vie for dominance in an ever-changing political landscape. It is important to keep great families happy by fulfilling their expected job quota - failure to do this is likely to reduce the loyalty of the entire family."

"Character"

"Characters"

"People"

"Characters represent the influential people who are directly involved with the running of a [country|E]. They have a number of relevant statistics, the foremost of which are @loyalty\_icon!#Y Loyalty#! and @power\_base! #Y Powerbase#!. A disloyal character can cause all manner of issues for a country, from poor job performance to outright civil war."

"Government"

"Governments represent the type of ruling body that every [country|E] possesses. A government can belong to one of the three archetypes; Republic, Monarchy, or Tribe, and can have a futher specialization within that archetype. Each type of government has access to different laws, mechanics, or modifiers."

"Poptype"

"Poptypes"

"[PopType.GetFullDescription]\n\nThis [poptype|E] has a Political Weight of [PopType.GetPoliticalWeight|Y]."

"Poptypes represent the various domestic classes of inhabitant within a realm. Different poptypes produce different resources, and will respond in differing ways to their living situation. Some poptypes also have a Political Weight - this represents the influence they possess, and can mean that small numbers of highly influential [pops|E] can have a huge impact on the unrest of a territory, should their happiness fall low enough."

"Culture"

"Cultures"

"Cultures are an ethnic identity which [pops|E] or [characters|E] can belong to. They represent a combination of language, tradition, and socio-economic hierarchy, and can be affected individually by [laws|E] or [culture\_decisions|E]."

"The [Culture.GetNameWithNoTooltip] culture is a member of the [Culture.GetCultureGroup.GetName] culture group.\n\n[pops|EU] belonging to this culture can raise the following levies:\n[Culture.GetLevyTemplate.GetLevyCompositionTooltip]"

"Religion"

"Religions"

"Religions represent a loose collection of religious habits and observances. Each religion is associated with a number of [deities|E], however the pantheon of each [country|E] following that religion can differ depending on the religious make-up of their population.\n\nAs with [cultures|E], both [pops|E] and [characters|E] will belong to a religion, and their #Y Happiness#! or #Y Loyalty#! may be affected by a nation's treatment of their faith."

"Deity"

"Deities"

"Deities, or in the case of some monotheistic religions, Prophets, are significant figures that can be revered as part of a national pantheon. Each deity has a passive and an active effect when worshiped in a pantheon, granting their nation a unique bonus."

"[Deity.GetName] is a [Deity.GetReligion.GetName] Deity of [Deity.GetDeityCategory.GetName]."

"Culture Group"

"Culture Groups"

"A culture group is a collection of similar cultures that share a historical origin, or share strong similarities. [pops||E] and [characters|E] are more likely to be content being ruled by a [country|E] sharing the same culture group as themselves."

"Law"

"Laws"

"Laws are the framework by which a [country|E] can exert control over its land and population. Laws are different depending on which [government|E] archetype a nation belongs to, and can have positive, as well as negative effects. Different laws are often required in order to make changes relating to a government, for example, changing to an aristocratic government type might require you to first embrace laws that favor the aristocracy."

"[Law.GetModifier.GetToolTip]\n\n[Law.GetDesc]"

"Trade Good"

"Trade Goods"

"Different resources are produced in different [territories|E], and grant a variety of bonuses to their [province|E]. Trade goods can, as the name suggests, be traded between [provinces|E], both within your own empire, or by agreeing to or offering a trade deal with another [country|E].\n\nThe quantity of goods that a [territory|E] produces can be increased by constructing certain [buildings|E] or growing the population of slaves, which may be moved between owned [territories|E] at will."

""

"Horde"

"Hordes"

"A horde is an accumulation of barbarian warriors, who exist to plunder and pillage. They will roam lands indiscriminately, until they are either defeated in combat, or have been convinced to leave in peace. Limited diplomacy is possible with a horde. For example, you can choose to grant them settlement rights in your land, ceding [territories|E] to them in exchange for their fealty."

"The barbarian hordes of [Horde.GetNameWithNoTooltip] are led by [Horde.GetLeader.GetNameWithNoTooltip].\n\nThey have plundered [Horde.GetOccupationCount|Y] territories so far. If we were to defeat them, [Horde.GetPossibleSlaves|Y] slaves would be settled at their location."

"The [Combat.GetNameWithNoTooltip] is being fought between [Combat.GetAttacker.GetCountry.GetName] and [Combat.GetDefender.GetCountry.GetName]."

"Pop"

"Pops"

"Pops represent groups people living in a [territory|E]. They each possess a #Y Happiness#! value, which indicates their satisfaction with the leadership of their [country|E], and which contributes to their #Y Output#!, as well as causing #Y Unrest#! in their territory if their Happiness is low.\n\nPops all belong to a [poptype|E], for example: @citizen! #Y Citizens#!."

"Subunit"

"Subunits"

"Subunits represent the smallest military division, either Cohorts of men on land or Ships at sea, which together make up an army or navy [unit|E] of a [country|E]."

"Treasure"

"Treasures"

"Treasures are powerful artifacts capable of inspiring faith in those living near them. They can be stored in holy sites, yielding great boons to the area around them.\n\nTreasures can be looted by desecrating a holy site, and can occasionally be discovered through other means such as events or character interactions."

"[Treasure.GetStateModifierIconSummary|W]\n\n[Treasure.GetDescription]\n\n[Treasure.GetNameWithNoTooltip] is currently located in [Treasure.GetOwner.GetName]"

"Unit"

"Units"

"Units represent the armies and navies of a [country|E] on the map. They each possess a varying number of [subunits|E] whose Morale, Experience, and Discipline will affect their performance in battle.\n\nUnits are led by a General or Admiral whose @military\_icon! Martial skill will improve their fighting ability. Levy armies are always commanded by their [governor|E], while [legion|E] armies are commanded by its [legate|E] or [tribunes|E].\n\nArmies consume @food\_capacity\_icon! Food in [territories|E] with a @supply\_limit! Supply Limit lower than their total number of Subunits. Without Food an army will suffer @attrition! Attrition, draining its strength. This can be alleviated by ensuring the Unit gathers Food in owned territory before going into enemy lands. Food capacity can also be increased with @supply\_train! Supply Train Subunits."

"Siege"

"Sieges"

"Any [territory|E] can be put under siege. Territories without fortifications will fall easily, however if one or more fort levels are present, the besieging army may be engaged in a lengthy wait.\n\nSiege progress requires at least 4,000 soldiers present per fort level in a territory, however, adding more men will not speed up a siege!"

"[Siege.GetOccupationProgressTooltip]"

"Area"

"Areas"

"An area is a medium sized map division. It usually consists of 10-15 [territories|E]."

"Region: [Area.GetRegion.GetName]\nProvinces: [Area.GetStatesLink]\nTerritories: [Area.GetProvincesLink]"

"Territories in [Area.GetNameWithNoTooltip]"

"Provinces in [Area.GetNameWithNoTooltip]"

"Region"

"Regions"

"A region is the largest map division. It usually consists of 10-15 [areas|E]."

"Areas: [Region.GetAreasLink]\nGovernorships: [Region.GetGovernorshipsLink]"

"Areas in [Region.GetNameWithNoTooltip]"

"Governorships in [Region.GetNameWithNoTooltip]"

"Province"

"Provinces"

"A province is the medium sized administrative map division, below the [governorship|E]. It is the part of an [area|E] belonging to a specific [country|E], and consists of one or more [territories|E].\n\nTrade is conducted on the province level, importing or exporting [tradegoods|E] produced by other domestic or foreign provinces.\n\nProvinces store a local food supply derived from local production and imports which is used to feed its [pops|E] and friendly [units|E] passing through who require supplies.\n\nGovernor Policies can be pursued to direct the development of a province, and are decided on a per-Province basis by the owning [country|E].\n\nIf a Province's loyalty falls to 0, it will rise in a local rebellion against its owning [country|E]."

"Governorship: [State.GetGovernorship.GetName]\nArea: [State.GetArea.GetName]\nCapital: [State.GetCapital.GetName]\nOwner: [State.GetCountry.GetName]\nTerritories: [State.GetProvincesLink]"

"Territories in [State.GetNameWithNoTooltip]"

"Governorship"

"Governorships"

"A governorship is the largest administrative map division. It is the part of a [region|E] which belongs to a specific [country|E], and consists of one or more [provinces|E], which themselves contain [territories|E].\n\nA governorship is controlled by a [governor|E], who acts as commander of any Levies raised in the Governorship. [legions|E] are raised in [governorships|E] but commanded by appointed [legates|E] and [tribunes|E]."

"Region: [Governorship.GetRegion.GetName]\nCapital: [Governorship.GetCapital.GetName]\nOwner: [Governorship.GetOwner.GetName]\nGovernor: [Governorship.GetGovernorOrRuler.GetName]\nProvinces: [Governorship.GetStatesLink]"

"Provinces in [Governorship.GetNameWithNoTooltip]"

"Governor"

"Governors"

"Every [governorship|E] has a [character|E] in charge of it.\n\nIn the capital Governorship of a [country|E] this will always be the [ruler|E], but for others a Governor will need to be appointed.\n\nGovernors act as the commander of their Governorship's Levy."

"Agenda"

"Agendas"

"Party Agenda"

"Every political [party|E] has their own [agenda|E], a particular goal for their current term.\n\nIf the ruling government succeeds in addressing their demands this will appease the party greatly. If not, some parties can try to force their agenda over time. Agendas are selected at the start of a new term, or when a new ruling party has been established.\n\nA party can be driven by ideology, faith, relations or raw, unfettered belief in their own cause when setting these goals."

"Party"

"Parties"

"Party Type"

"Party Types"

"The building blocks of a democratic nation, parties provide nuanced perspectives when it comes to leading their [country|E].\n\nAppeased parties will be more likely to cooperate with the leaders' wishes.\n\nA party's size determines their power in their [country|E], their opinions which [agendas|E] they will pursue. "

"Building"

"Buildings"

"Buildings can be raised in [territories|E], where they can each provide different benefits to the populace and production of the [territory|E] and/or [province|E].\n\nSpecialized production buildings are available in [GetProvinceRank('settlement').GetName|E] rank territories, while urban buildings may be built in [GetProvinceRank('city').GetName|E] or [GetProvinceRank('city\_metropolis').GetName|E] rank territories."

"When built:\n[Building.GetModifier.BuildIconSummary|W]\n\n[Building.GetDescription]"

"Cultural Right"

"Cultural Rights"

"Cultural Rights represent the privileges granted to a certain culture within a given [country|E].\n\nCountries have a single [primary\_culture|E], which will always enjoy full rights, but may also rule over [pops|E] of [integrated\_cultures|E] and [non\_integrated\_cultures|E]."

"Integrated Culture"

"Integrated Cultures"

"Cultures which have been [integrated|E] have similar or equal [cultural\_rights|E] to the [primary\_culture|E] of their [country|E], but each [integrated\_culture|E] will reduce the happiness of the [primary\_culture|E] and all other [integrated\_cultures|E].\n\n[pops|E] of [integrated\_culture|E] do not share [primary\_culture|E] happiness, and can not be [assimilated|E]."

"Non-Integrated Culture"

"Non-Integrated Cultures"

"Cultures which have not been [integrated|E] have fewer rights than the [primary\_culture|E] of their [country|E], and [pops|E] of their culture can only promote to the highest [poptype|E] determined by their [cultural\_rights|E].\n\nNon-integrated [pops|E] will be subject to [assimilation|E] into the [primary\_culture|E] of their [country|E] over time."

"Primary Culture"

"Each [country|E] has a single [primary\_culture|E]. [pops|E] of the [primary\_culture|E] enjoy greater happiness, along with [integrated\_cultures|E].\n\nOver time, [pops|E] of [non\_integrated\_cultures|E] will [assimilate|E] to the [primary\_culture|E] of the [country|E] where they reside."

"Integration"

"Integrate"

"Integrated"

"The process of granting [pops|E] of a certain [culture|E] the rights of an [integrated\_culture|E]. This makes them happier, but they will not be [assimilated|E]."

"Assimilation"

"Assimilate"

"Assimilated"

"[pops|E] of [non\_integrated\_cultures|E] will be assimilated into a [country|E]'s [primary\_culture|E] over time.\n\n[integrated\_cultures] will not be assimilated."

"Loyalty of [Character.GetName]"

"Loyalty"

"@loyalty\_icon!"

"Loyalty is a measure of a character's loyalty to the state. Disloyal [characters|E] are more likely to cause problems to a ruler than loyal ones. However even the most loyal of characters have their limit."

"Territory Rank"

"Each [territory|E] has a rank, which determines its [buildings|E], population capacity, and the optimal ratio of [poptypes|E] within it. [territories|E] can be upgraded or demoted by the [country|E] which owns them.\n\nThe lowest and most common is the [GetProvinceRank('settlement').GetName|E], which can only construct rural [buildings|E] but serve as the main production centers of [tradegoods|E].\n\n[GetProvinceRank('city').GetName|E] and [GetProvinceRank('city\_metropolis').GetName|E] rank territories can construct urban [buildings|E], house more [pops|E], and attract migrants."

"Benefits:\n[ProvinceRank.GetModifier.BuildIconSummary|W]"

"Terrain"

"Terrain Type"

"Terrain Types"

"Bestow different benefits or drawbacks to their [territory|E], and to [units] fighting in them.\n\nSome may be more bountiful, such as [GetTerrainType('farmland').GetName], while others are less productive, harder to [siege|E], and restrict the combat width of battles, such as [GetTerrainType('mountain').GetName].\n\nNaval tiles also have varying terrain, such as the wide open [GetTerrainType('ocean').GetName] or more restricted [GetTerrainType('coastal\_terrain').GetName]."

"Attackers get a [TerrainType.GetDefensiveBonus|R] dice penalty when in [siege|E]."

"Base [terrain|E] Combat Width: [TerrainType.GetCombatWidth|Y]\n"

"Effects on [territory|E]:\n[TerrainType.GetModifier.BuildIconSummary|W]"

"Heritage"

"Each [country|E] has a heritage which grants specific bonuses and drawbacks.\n\nHistorically notable countries of the Hellenistic era will usually have an entirely unique heritage based on that nation's prized institutions or achievements, such as Rome."

"Heritage:\n[Heritage.GetEffect|W]\n\n[Heritage.GetDesc]"

"Diplomatic Stance"

"Diplomatic Stances"

"Determines a specific [country|E]'s stance towards another, be it the more domineering [GetDiplomaticStance('vassaling\_stance').GetName|E], the aggressive [GetDiplomaticStance('warmongering\_stance').GetName|E], or the mutually beneficial [GetDiplomaticStance('trading\_stance').GetName|E]. Friendly countries might aim to employ a [GetDiplomaticStance('appeasement\_stance').GetName] or [GetDiplomaticStance('neutral\_stance').GetName]."

"When active:\n[DiplomaticStance.GetEffect|W]\n\n[DiplomaticStance.GetDesc]"

"Innovation"

"Innovations"

"Innovations represent key technologies that our populace will adopt without the need for additional roll-out costs. We will only get a limited number of these, so we must use them wisely!"

"Idea"

"Ideas"

"National Idea"

"National Ideas"

"Ideas allow a [country|E] to specialize by choosing from a variety of Military, Civic, Oratory, and Religious bonuses. Additional Ideas are unlocked by technological advances as the game progresses.\n\nEach government type and form has Idea slots of different categories, which when filled with Ideas from matching categories will grant the [country|E] an additional bonus, though they can be filled by Ideas of any category if desired. More advanced government forms, such as a Dictatorship, have more Idea slots, while tribal government forms have less."

"When active:\n[Idea.GetModifier.BuildIconSummary|W]\n\n[Idea.GetDesc]"

"[IdeaItem.GetPriceAndAvailability|W]\n\nWhen active:\n[IdeaItem.GetIdea.GetModifier.BuildIconSummary|W]\n\n[IdeaItem.GetDescription]"

"Idea Group"

"Idea Groups"

"The four Idea Groups, Military, Civic, Oratory, and Religious, each contain [ideas|E] which provide bonuses to a different aspect of a [country|E]\n\nMore [ideas|E] can be unlocked by advances in the matching technology category."

"Contains the following [ideas|E]:\n[IdeaGroup.GetIdeasAsText]\n\n[IdeaGroup.GetDescription]"

"@trigger\_no!Does not meet criteria."

"Effect:\n[CultureDecisionItem.GetEffectDesc|W]"

"Criteria:\n[CultureDecisionItem.GetAllowedDesc|W]"

"Effect:\n[Decision.GetEffectDesc(Player.Self)|W]"

"Criteria:\n[Decision.GetAllowedDesc(Player.Self)|W]"

"Decision"

"Decisions"

"Culture Decision"

"Culture Decisions"

"Decisions are specific reforms or actions that can be enacted by a [country|E] under certain conditions, such as forming a new nation or developing certain [territories|E]. Culture decisions may be enacted to influence the specific privileges and thus relative output and happiness of the cultures within a [country|E]."

"Legion"

"Legions"

"A collection of [units|E] under a [governorship|E], commanded by a [Concept( 'legion\_commanders', 'single legate and a group of tribunes')|E]. Over time they can accrue [distinctions|E], which will be remembered in their [region|E] throughout the ages.\n\nIf deemed necessary, standing commanders will [Concept('legion\_reassignment', 'assume control of unassigned units' )|E]. Furthermore, raising legion units will reduce the potential size of levies raised in their [governorship|E]"

"Distinction"

"Distinctions"

"Dishonors"

"Honors"

"Time, effort, experience; rewards and commendations. A [legion|E] is many things, but their achievements will define them. This colored history will be recorded, whether reflecting great [honors] such as [GetLegionDistinction('distinction\_triumphalis').GetName], or marking past [dishonors], such as [GetLegionDistinction('distinction\_dishonor\_cowardly').GetName]. Whatever they do, it will echo in eternity."

"Legate"

"Legates"

"The primary acting commander of a [legion|E], a legate's burden can be eased by assigning them [tribunes|E], who will step up to help them command [units|E] when needed. On death, their title carries on to the next [tribune|E] in line."

"Tribune"

"Tribunes"

"The next in line to a [legion|E]'s [legate|E]. They will help direct [units|E] in the legion outside of the legate's command. A tribune assigned to a [unit|E] may have different expectations of their conduct than their [country|E] has."

"This [legion|E] belongs to the @[Legion.GetCountry.GetFlag]! [Legion.GetCountry.GetAdjective] [governorship|E] of [Legion.GetRegion.GetName]."

"[units|E]:"

"[legate|E] and [tribunes|E]:"

"History:"

"[distinctions|E]:\n[Legion.GetDistinctionSummary]"

"Their experience enables:"

"Invention"

"Inventions"

"Inventions represent the adoption of new technologies and ideas by a [country|E] as time progresses. They can grant benefits to various aspects of its military, administration, and populace."

"When Activated:"

"When Active:"

"Needs:"

"Price:"

"#i Click to Unlock#!"

"$NAME$: $BREAKDOWN$"

"Military Bonus"

"Military Bonuses"

"Just as [countries|E] develop over time, so too do armies. Unlocked Military Bonuses grant a country's forces additional boons, such as the ability to build certain [units|e], employ unique tactics, and so on forth. One such example is [GetMilitaryBonus( 'latin\_roman\_path\_4' ).GetName|E], which unlocks a Unit ability which builds roads more efficiently."

"Commanders"

"[characters|E] granted command of a particular [legion|E]. They can be either a [legate|E] or [tribune|E]. If deemed necessary, they will [Concept( 'legion\_reassignment', 'assume control' )|E] of other units."

"Legion Reassignment"

"Because coordination is critical to the success of a [legion|E], [Concept( 'legion\_commanders', 'Commanders' )|E] without [units|E] may rise to the occasion and assume control of a unit on extraordinary occasions, such as the previous commander's death, to ensure no units are left to their own devices."

"Read more about"

"Special Pops"

"#T Send Priest#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( ProvinceWindow.GetProvince.MakeScope ).AddScope('player', Player.MakeScope ).End )]\n\n#TF Send a priest to help convert the local population."

"#T Special Pops#!\n\nSpecial pops are sent to territories to perform specific duties to help push the agenda of the state.\n\nA maximum of #Y 5#! of each special pop is allowed at any time for the entire nation.\n\nAfter #Y 25#! years special pops will perish and can be replaced in a new territory."

"#T Send Merchant#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( ProvinceWindow.GetProvince.MakeScope ).AddScope('player', Player.MakeScope ).End )]\n\n#TF Send a merchant to bring prosperity to this territory. Merchants increase the base resources of a province and have a chance to have many postive effects that increase wealth."

"#T Send Architect#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( ProvinceWindow.GetProvince.MakeScope ).AddScope('player', Player.MakeScope ).End )]\n\n#TF Send a architect to help develop the infrastructure in this territory."

"#T Send Artist#!\n\n[ScriptedGui.BuildTooltip( GuiScope.SetRoot( ProvinceWindow.GetProvince.MakeScope ).AddScope('player', Player.MakeScope ).End )]\n\n#TF Send a artist to help spread our great culture throughout this territory."

"A max of #Y 5#! Priests are allowed at any time. There are currently [SCOPE.GetRootScope.GetProvince.GetOwner.Custom('priests\_value\_loc')] Priests in [SCOPE.GetRootScope.GetProvince.GetOwner.GetNameWithNoTooltip]."

"A max of #Y 5#! Merchants are allowed at any time. There are currently [SCOPE.GetRootScope.GetProvince.GetOwner.Custom('merchants\_value\_loc')] Merchants in [SCOPE.GetRootScope.GetProvince.GetOwner.GetNameWithNoTooltip]."

"A max of #Y 5#! Architects are allowed at any time. There are currently [SCOPE.GetRootScope.GetProvince.GetOwner.Custom('architects\_value\_loc')] Architects in [SCOPE.GetRootScope.GetProvince.GetOwner.GetNameWithNoTooltip]."

"A max of #Y 5#! Artists are allowed at any time. There are currently [SCOPE.GetRootScope.GetProvince.GetOwner.Custom('artists\_value\_loc')] Artists in [SCOPE.GetRootScope.GetProvince.GetOwner.GetNameWithNoTooltip]."

"#Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('total\_artists\_svalue')|0]#!"

"#R [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('total\_artists\_svalue')|0]#!"

"#Y 0#!"

"#Y [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('total\_merchants\_svalue')|0]#!"

"#R [GuiScope.SetRoot( Player.MakeScope ).ScriptValue('total\_merchants\_svalue')|0]#!"