Gameplan for Jewish Disunity mod for ATE:

Changes to Haredi:

* Autocephaly?
* Excommunications (Herem) and Claims allowed:
  + Very limited if target not lunatic, secret society, known murderer, possessed
* Three Branches (Movements?), once per lifetime & 750 piety to change:
  + Litvaks: represent the non-chasidic haredis
    - +1 learning, +.01 cultural tech, -5 other branch
    - Yeshiva decision
  + Chassids: represent dynastic chassids
    - +1 stewardship, +20 religious head/church opinion, -5 other branch
    - Tish
  + Breslovers: follower of Nachman of Breslov and other non-dynastic chassids who actively work on Kiruv pre-event
    - +1 diplomacy, +10 vassal opinion, -5 other branch
    - Hisboddedus: isolated meditation
  + Starting characters for each: Kiryas Tosh and Joel Chassid, Levi Litvak, Rothschild and the LA merchant Breslov

New Reform features:

* Independent religion instead of a heresy
* Potentially rename it to Haskalah/Maskilim? (since Reform is a branch within the larger religion that includes the whole range of non-haredi jews in the US)
* No Holy Wars, Piety while at peace. No Religious Revocation, No Conversion Demands
* Absolute Cognatic/Female Temple Holders/Gay Marriage/Feminist
* Interfaith dialogue: spend piety to give characters sympathy for any religion possessed by a vassal/neighbor, maybe a chance for them to gain sympathy for Judaism as well and maybe even an opinion boost/friendship if high diplomacy?
* Targeted Tzedakah decision for counties: costs money/piety, lowers revolt risk, increases prosperity/relations with vassal if it’s a vassal county
* Three branches (maybe use Hebrew names?):
  + Conservative (Masorti): Conservative/Traditional/Open Orthodox Jews who believe halakha is binding but that they can change/interpret earlier rulings to allow for egalitarian synagogues, gay marriage, etc.
    - +5 haredi/meshichist opinion
    - + 1 learning
  + Reform (Tikkun/Mitkademet): Reform/Reconstructionist/Progressive Jews who believe halakha is not binding but is to be interpreted by the individual
    - +1 diplomacy, +5 other religion groups opinion
  + Renewal (P’nai Or): Jews who believe that Halakha isn’t binding, but reintroduce the believe of the chassids in term of mysticism, meditative isolation, and active song
    - +1 piety/month, hitboddedut?

Heresies:

* 2 potential reform jewish heresies:
* Ma’aravi: an extension of renewal/reform Judaism past the neo-hassidic influences of renewal and the semi-universalism of reform into syncretism with other religious traditions, turning into a sort of Cetic Judaism
  + Gain ambitions to remove vices
  + Maybe add guru events for court rabbi?
  + Bureaucratic government!
* Muscular (or maybe revisionist): a more militant version of reform
  + Allow holy wars, take away interfaith dialogue, idk what else
* Meshichism changes:
  + Add a formable religious head: Lubavicher rebbe?
  + Maybe allow GHWs for them?

New features for all Jews

* Organize Festive Bris Milah (a similar decision to the sumptuous baptism for Christians)
* Bar/Bat mitzvah event modeled on introduce heir to realm?
* Add more events to Passover chain: cleaning the house with the feather, perhaps a drunken friendship with an invited courtier/vassal, perhaps sneaking off to have bread if cynical, Mimouna at the end if neoladino/sheban/anjalusi/tehrangeleno?
* Consult grand rebbe/Patriarch rebbe (if autocephaly)/court rebbe if autonomous
  + Mend rivalry
  + Fix marriage
  + Set up shidduch
  + Theological/realm management issues
* Delve into Talmudic Studies Intrigue Decision (requires Theology focus or Chabad membership)
  + Dedication to studies
    - Regular
    - Devoting myself to study (-4 stewardship 50% chance stressed)
    - Possibly a choice of what topics to study (kabbalah vs. laws etc.)
  + Chavruta event (study buddy, maybe randomized courtier or ruler)
    - Partner in chavruta becomes friend
    - Partner in chavruta becomes rival
    - Partner in chavruta get +10 opinion
  + events over the course of a year or two
    - seek help from court rebbe
    - breakthrough in study
    - failing to understand
    - Success tied strongly to learning and chavrusa partner learning
  + if successful get stacking ‘talmudic studies’ modifier which could allow more studies even if you switch focus (+3 church opinion)
  + 5ish? modifiers gets lifestyle trait (Mystic Theologian or Scholar) as well as Posek trait (+2 learning +5 jewish opinion)
* With Posek trait, can try to write teachings:
  + Requires at least 15-20 learning, likelihood of success increases with more learning
  + If successful can boost MA of religion
  + chance of creating a book artifact? (probably move this to Chabad)
  + If learning >30, multiple successful teachings, chance of being recognized as Gaon Ha’Dor
    - Gain a bloodline with boost to learning, Jewish opinion, and ability to attract scholars/philosophers
* Maybe have the rabbinical advice events target rabbi trait characters so that vassals or lieges can ask for advice from a rabbi character even if the rabbi is feudal/MR

Society ideas: (more of a long shot)

* Chabad Meshichism/Kiruv events
  + As member of Chabad, get approached by another Chabad member who tries to convert you to Mesichist in secret.
  + As Reform/Mesichist/Reform heresy, Kiruv event that allows character to convert to Haredi
* Chabad book writing (re-skinned master’s thesis) to replace culture conversion?
* Maybe adapt Great Trade League mod into a Solkherim Society for Jews/non-Jews with a trade route post?

Possible character event chain ideas:

* Tevye Anatevka
  + A Daughter runs off into marriages with a non-Jew
    - Accept the couple or reject them
  + A business proposal that can make you friends with Rothschild or levi
  + A daydream of how relaxing life would be if he were a simple dairy farmer instead of a wealthy man
* Adam the Miami Patrician (want to maybe give him palm beach as well?):
  + Starts with a description of his admiration for Portia and worries about Barrington as a new emperor, discussion of his daughter’s affair with Portia’s other son Rainford and her disappearance
  + Daughter arrives secretly to court with a bastard child, can choose to build his claim to the throne
    - Choice to raise son as a Jew (more difficult to stake claim) or as a Rastafarian (easier to stake claim)
  + Attempt to take control of the republic of Miami
  + If successful, events begin with secret talks to other vassals of the empire
    - With high diplomacy can gain favors/friendships with other vassals
    - With enough successes, the bastard child gains a claim to the Caribbean empire
  + An event when Portia dies that give him the claim, allows you to begin a faction
  + An event if you win celebrating and making the new king your friend