Gameplan for Jewish Disunity mod for ATE:

Changes to Haredi:

* Autocephaly?
* Dynastic theocracy
* 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 into a Cetic influenced version of Judaism: Jesus/Muhammed/Buddha/Elton were “prophets for the other nations”, each with their own piece of God’s wisdom that must be incorporated to understand the whole picture. Maybe doesn’t spawn normally?
  + 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
* New law: Rabbinical Advisory
  + When on, adds a second rabbi position, makes advisors also rabbis/locks advisors to temple holders and makes court rabbi+ advisors be the only people who can vote on laws or if not possible make everyone else vote with them using stances
  + Also locks full council power on everything unless law is changed
  + +20 temple holder + religious head opinion and also boost zealous opinion or general vassal opinion
  + Haredi realms would start with this turned on
  + Have it be such that in the opposition stance theres a check that looks to see if the councillor's liege's court rabbi dislikes him. And if yes they are more weighted towards opposing you
  + Just need one law to trigger that check
* 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

aesthetic changes:

give Haredi the menorah icon (maybe a change the color to a deeper bronze or to silver?) and Reform the star of david

icons for new traits

possibly steal the big fur hat from the russian society to give yiddish haredis shtreimels as well as maybe black hats and/or white breslov kippas

are peyos a possibility? /make beards more common

maybe find some clothing for neoladino/sheban as well

new piety name?

new music?