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|  | Naval |  | Land |  | Exploration |  | State |  | Religion/Culture |
| X | Grand Navy  naval\_forcelimit\_modifier = 0.50  prestige\_from\_naval = 0.25  range = 0.25  global\_trade\_income\_modifier = 0.05  global\_tariffs = 0.05  navy\_tradition\_decay = -0.005 | X | Grand Army  land\_forcelimit\_modifier = 0.5  land\_tech\_cost\_modifier = -0.03  global\_manpower\_modifier = 0.10  infantry\_cost = -0.10  war\_exhaustion = -0.01  max\_war\_exhaustion = -1 | X | Merchant Adventures  merchants = 0.5  merchant\_compete\_chance = 0.05  merchant\_placement\_chance = 0.05 | X | Vetting  (Internal Security)  global\_spy\_defence = +0.10  spies\_cost = -0.15  spies = +0.25  global\_revolt\_risk = -2.5 | X | Church Attendance Duty  stability\_investment = 10  stability\_cost\_modifier = -0.10  missionary\_cost = -0.05  missionary\_placement\_chance = 0.01 |
| X | Sea Hawks  naval\_morale = 0.30  blockade\_efficiency = 0.40  galley\_cost = -0.25  leader\_naval\_manuever = 0.5  range = 0.25  global\_trade\_income\_modifier = 0.05  global\_tariffs = 0.05 | X | Military Drill  global\_manpower\_modifier = 0.10  land\_morale = 0.80  discipline = 0.05  war\_exhaustion = -0.01  max\_war\_exhaustion = -1 | X | Colonial Ventures  colonists = 0.5  colonist\_cost = -0.15  global\_tariffs = 0.05  power | X | Bureaucracy  government\_tech\_cost\_modifier = -0.025  advisor\_cost = -0.20  global\_spy\_defence = +0.05  spy\_efficiency = +0.05  inflation\_reduction = 0.02 | X | Divine Supremacy  missionaries = 0.5  missionary\_placement\_chance = 0.03  prestige = 0.005  stability\_cost\_modifier = -0.05  missionary\_cost = -0.10 |
| X | Press Gangs  [Needs Grand Navy]  (Modular Shipbuilding)  global\_ship\_cost = -0.25  naval\_forcelimit\_modifier = 0.25  range = 0.25  global\_trade\_income\_modifier = 0.05  global\_tariffs = 0.05  sea\_repair = yes | X | Engineer Corps  leader\_siege = 1  leader\_fire = 1  land\_morale = 0.45  build\_cost = -0.05  war\_exhaustion = -0.01  max\_war\_exhaustion = -1 | X | Shrewd Commerce Practice  merchant\_compete\_chance = 0.05  merchant\_placement\_chance = 0.05  trade\_efficiency = 0.05 | X | National Trade Policy  trade\_efficiency = 0.10  merchant\_cost = -0.25  merchants = 0.5 | X | Patron of Art  prestige = 0.025  global\_revolt\_risk = -1 |
| X | Superior Seamanship  leader\_naval\_manuever = 1.0  naval\_morale = 0.60  range = 0.25  global\_trade\_income\_modifier = 0.05  global\_tariffs = 0.05 | X | Battlefield Commissions  land\_morale = 0.50  prestige\_from\_land = 0.05  leader\_shock = 1  war\_exhaustion = -0.01  max\_war\_exhaustion = -1 | X | Viceroys  global\_tariffs = 0.15  colonist\_cost = -0.05  colonist\_placement\_chance = 0.05 | X | Espionage  spies = 0.75  spy\_efficiency = +0.10  spies\_cost = -0.35 | X | Humanist Tolerance  tolerance\_heathen = 2  stability\_investment = 10  stability\_cost\_modifier = -0.05  global\_revolt\_risk = -1 |
| X | Excellent Shipwrights  naval\_forcelimit\_modifier = 0.25  naval\_attrition = -0.05  naval\_tech\_cost\_modifier = -0.10  range = 0.50  global\_trade\_income\_modifier = 0.05  global\_tariffs = 0.05 | X | National Conscripts  global\_manpower\_modifier = 0.35  land\_forcelimit\_modifier = 0.25  war\_exhaustion = -0.01  max\_war\_exhaustion = -1 | X | Smithian Economics  (Guild Privileges)  production\_efficiency = 0.05  trade\_efficiency = 0.05  global\_trade\_income\_modifier = 0.05 | X | Cabinet  prestige = 0.005  badboy = -0.10  spy\_efficiency = +0.05 | X | Dues Vult  cb\_on\_religious\_enemies = yes  war\_exhaustion = -0.01  missionaries = 0.5  missionary\_cost = -0.2  prestige = 0.005 |
| X | Naval Fighting Instruction  naval\_morale = 1.0  naval\_tech\_cost\_modifier = -0.05  range = 0.25  global\_trade\_income\_modifier = 0.05  global\_tariffs = 0.05 | X | Regimental System  global\_regiment\_recruit\_speed = -0.25  land\_forcelimit\_modifier = 0.25  war\_exhaustion = -0.01  max\_war\_exhaustion = -1  reinforce\_speed = 0.20 | X | Improved Foraging  land\_attrition = -0.25  colonist\_placement\_chance = 0.05 | X | Bill of Rights  global\_revolt\_risk = -2.5  stability\_investment = 15  stability\_cost\_modifier = -0.05 |  | Revolution and Counter  cb\_on\_government\_enemies = yes  war\_exhaustion = -0.03  land\_morale = 0.40  naval\_morale = 0.40 |
| X | Naval Provisioning  naval\_attrition = -0.20  range = 1.00  global\_trade\_income\_modifier = 0.05  global\_tariffs = 0.05 sea\_repair = yes | X | Napoleonic Warfare  [Needs Regimental System]  (Elite Regiments)MMP  [Esprit de Corps]EU3  land\_morale = 0.20  prestige\_from\_land = 0.05  discipline = 0.20  war\_exhaustion = -0.01  max\_war\_exhaustion = -1 | X | Land of Opportunity  [Needs Improved Foraging or Viceroys]  global\_colonial\_growth = 0.5  colonist\_cost = -0.10  global\_tariffs = 0.05 | X | National Bank  [Needs National Trade Policy]  inflation\_reduction = 0.05  interest = -0.05  global\_tax\_modifier = 0.15 | X | Ecumenism  [Needs Humanist Tolerance]  global\_revolt\_risk = -2  tolerance\_heretic = 2  stability\_investment = 15  stability\_cost\_modifier = -0.15 |
| X | Naval Glory\*  naval\_forcelimit\_modifier = 0.35  naval\_morale = 0.5  prestige = 0.005  navy\_tradition = 0.02  naval\_tech\_cost\_modifier = -0.10  bigship\_cost = -0.05 | X | Glorious Arms\*  prestige = 0.005army\_tradition = 0.03  war\_exhaustion = -0.01  global\_manpower\_modifier = 0.25  land\_forcelimit\_modifier = 0.25  land\_tech\_cost\_modifier = -0.05  max\_war\_exhaustion = -1 | X | Quest for the New World\*  (Mass Colonization & Exploration)  may\_explore = yes  colonist\_placement\_chance = 0.10  range = 0.25  colonists = 0.5 | X | Liberty, Egalite, Fraternity \*  tolerance\_heretic = 1  tolerance\_heathen=1  stability\_investment = 15  global\_tax\_modifier = +0.05  production\_efficiency = +0.05 | X | Scientific Revolution\*  technology\_cost = -0.2 |
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