Nationality Advancement Table Current Skill Rank 1/6 2/6 3/6 4/6 5/6 Nationality Experience Conditions Visit the capital for a royal celebration and see the king or queen. Visit a new city or region in your country. Tour a foreign guest through vour home region or city

		your nome region of enty.
		Boast about the indomitable spirit and proud national character of your country.
		Fat or drink a local delicacy from a region new to you

Explore an ancient or forgotten corner of your country.

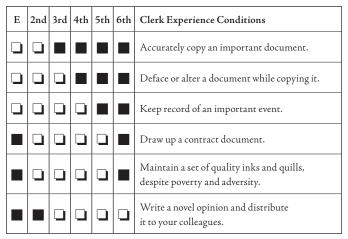
Reli	gior	ı Ad	van	cem	ent Table
Cı	ırren	t Ski	II Ra	nk	
1/6	2/6	3/6	4/6	5/6	Religion Experience Conditions
					Express your religious beliefs in your actions.
					Attend religious ceremonies in support of your religious beliefs.
					Acquire a relic.
					Experience an act of God.
					Be healed of disease, saved from certain

death or experience divine visions.

Politics advancement table Current Skill Rank 1/6 2/6 3/6 4/6 5/6 **Politics Experience Conditions** Talk politics late at night at the brasserie or argue politics during inappropriate situations. Support your political party at a public rally or through donations. Make a stand due to your political convictions. Defend your political party against the incursions of another political party.

Elect, promot or purchase an influential office or position for your party.

Е	2nd	3rd	4th	5th	6th	Américain(e) Experience Conditions
						Work an honest trade for fair pay.
						Reconnect with an estranged family member.
						Honor your word when duplicity would be easier.
						Avenge yourself on those who defamed you, hurt you or stole from you.
						Adopt a new nation as your home.
						Overthrow one who would enslave others.



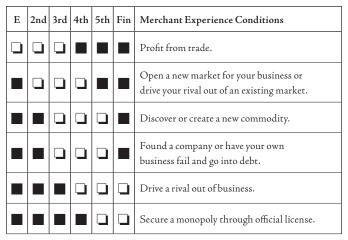
Е	2nd	3rd	4th	5th	Fin	Explorer Experience Conditions
						Journey to a new place outside of your home country.
						Return home with something or someone rare, precious, unique or new.
						Learn a new language.
						Outwit a wily adversary.
						Push on into the unknown when everyone else would turn back.
						Claim a place or people for your sovereign.
						Conduct a daring overland trek or dangerous sea voyage.

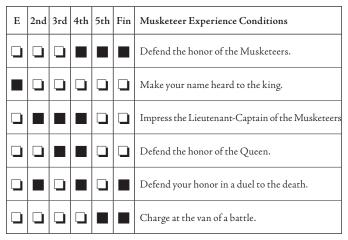
Е	2nd	3rd	4th	5th	Fin	Factotum Experience Conditions
						Make an important delivery for your master.
						Discreetly relay a vital message for your master.
						Knock down a ruffian who insults your master.
						Take a blow or the blame for your master.
						Alleviate your master of an odious burden.

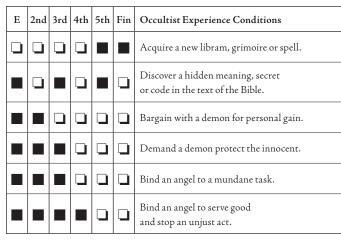
Е	2nd	3rd	4th	5th	Fin	Filou Experience Conditions
						Swindle someone because they're too dumb to keep what they have.
						Rob someone by force.
						Pick a fancy pocket simply because it's there.
						Pick a lock guarding something secret, famous or uniquely precious.
						Pass off counterfeit money or forged papers as legitimate.
						Escape from justice for your crimes.

Е	2nd	3rd	4th	5th	Fin	Gamin(e) Experience Conditions
						Steal something valuable.
						Steal something important to someone just because you can.
						Clamber onto or into a place no one else would think to go.
						Make an improbable escape.
						Feign innocence or meekness to escape punishment for your crimes or to exact revenge on a rival.
						Be adopted by a powerful patron or kindly ally.

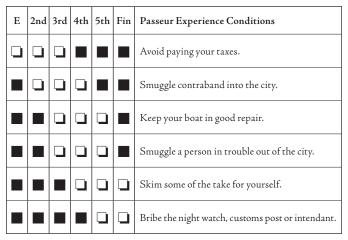
Е	2nd	3rd	4th	5th	Fin	Jesuit Experience Conditions
						Pray in your hour of need.
						Grant mercy or clemency to your enemies.
						Educate another into the Mysteries of the Faith.
						Convert another to Catholicism.
						Be relied upon for a great mission by the Father General.
						Found a new mission or Catholic community.
						Advise the powerful in how to walk the most Catholic path.

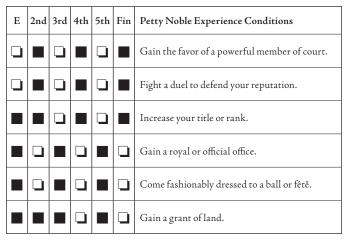




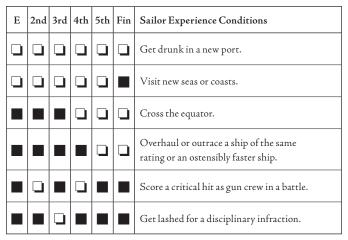


Е	2nd	3rd	4th	5th	Fin	Officer Experience Conditions
						Purchase or earn a promotion in rank (charge).
						Host a sumptuous meal for your fellow officers on campaign.
						Defend your honor in a duel.
						Engage in a battle and lead from the front.
						Win a battle.
						Form a new regiment and sell your charges.





Е	2nd	3rd	4th	5th	6th	Philosopher Experience Conditions
			٥			Find or invent a new chymistry recipe.
						Discover and read a new Latin or Greek text.
			٥			Using chymistry in an unintended way.
						Write a novel opinion on a scientific subject.
						Connect two apparently unrelated phenomena into one hypothesis.
						Trace a lineage from scientific fact to the divine.



Е	2nd	3rd	4th	5th	Fin	Soldier Experience Conditions
						Stand your ground under heavy musket fire or an artillery barrage.
						Defeat an opponent of greater skill or strength.
						Score a critical hit with a musket, rifle or pistol.
						Break into and steal valuables or stores of food despite the protests of the owner.
						Protect your mate in battle.
						Keep a fine hat, fancy cloak or silken blouse.
						Show mercy to a worthy opponent.
						Purchase a promotion.