

# When adding your vanity character, please follow the standard format. Poor script hygiene makes the CDs weep.

#####

# FOLKS OF OLD

```
easteregg_johan_andersson = {
    name = "Johan"
    dynasty = vanity_andersson
    martial = 6
    diplomacy = 1
    intrigue = 1
    stewardship = 7
    learning = 6

    religion = "norse_pagan"
    culture = "swedish"

    trait = education_learning_3
    trait = shrewd
    trait = greedy
    trait = gregarious
    trait = ambitious

    1020.8.28 = {
        birth = "1029.8.28"
    }

    1066.1.1 = {
        employer = 20005 #Dalarna!
    }

    1066.9.16 = {
```

```
        death = "1066.9.16"
    }
}
```

```
easteregg_thomas_johansson = {
    name = "Thomas"
    dynasty = vanity_johansson
    martial = 3
    diplomacy = 3
    intrigue = 3
    stewardship = 3
    learning = 8

    religion = "catholic"
    culture = "swedish"
    trait = education_learning_2
    trait = zealous
    trait = trusting
    trait = calm
    trait = avaricious

    #rules b_skara

    1023.3.11 = {
        birth = "1031.3.11"
    }
    1066.9.16 = {
        death = "1066.9.16"
    }
}
```

```
easteregg_martin_anward = {
    name = "Martin"
    dynasty = vanity_anward
    dna = easteregg_martin_anward
    religion = "catholic"
    culture = "swedish"
    sexuality = heterosexual
    health = 7

    #Skills
    diplomacy = 7
    martial = 5
    stewardship = 5
    intrigue = 10
    learning = 10
    prowess = 5

    trait = education_diplomacy_4
    trait = arrogant
    trait = gregarious
    trait = ambitious
    trait = shrewd

    disallow_random_traits = yes

    1028.10.13 = {
        birth = yes
        effect = {
            add_character_flag = has_scripted_appearance
            add_character_flag = no_headgear
        }
    }
}
```

```
}
1066.9.15 = {
    employer = 100530 # Sweden
}
1066.9.16 = {
    death = yes
}
}
```

```
#####
```

```
# FOLKS OF NEW
```

```
# Game Director
```

```
easteregg_henrik_fahraeus = {
    name = "Henrik"
    dna = easteregg_henrik_fahraeus
    dynasty = vanity_fahraeus
```

```
    martial = 7
```

```
    diplomacy = 5
```

```
    intrigue = 3
```

```
    stewardship = 6
```

```
    learning = 7
```

```
    religion = "norse_pagan"
```

```
    culture = "swedish"
```

```
    trait = education_learning_4
```

```
    trait = reveler_1
```

```
    trait = lustful
```

```
    trait = diligent
```

```
    trait = cynical
```

```
1019.6.29 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}

1066.1.1 = {
    employer = 100546
}

1066.9.16 = {
    death = yes
}
}
```

# Tech lead

```
easteregg_olof_bjork = {
    name = "Olof"
    dna = easteregg_olof_bjork
    dynasty = vanity_bjork
    martial = 8
    diplomacy = 6
    intrigue = 4
    stewardship = 4
    learning = 4

    religion = "norse_pagan"
    culture = "swedish"
    trait = education_martial_3
    trait = humble
}
```

trait = diligent  
trait = honest  
trait = shrewd  
trait = blademaster\_1

```
1028.3.4 = {  
    birth = "1028.3.4"  
    effect = {  
        add_character_flag = has_scripted_appearance  
        add_character_flag = no_headgear  
    }  
}
```

```
1066.1.1 = {  
    employer = 100527  
    contract_disease_effect = { DISEASE = ill TREATMENT_EVENT = yes }  
}
```

```
1066.9.16 = {  
    death = "1066.9.16"  
}
```

```
}
```

#### # Content Designer

```
easteregg_tobias_bodlund = {  
    name = "Tobias"  
    dynasty = vanity_bodlund  
    religion = "norse_pagan"  
    culture = "swedish"  
  
    trait = education_martial_2  
    trait = scholar  
    trait = cynical
```

trait = ambitious

trait = strategist

disallow\_random\_traits = yes

1033.2.7 = {

    birth = "1033.3.3"

}

1066.1.1 = {

    employer = 100546 #Uppsala

}

1066.9.16 = {

    death = "1066.9.16"

}

}

# Game Designer, QA

easteregg\_emil\_tisander = {

    name = "Emil"

    dynasty = vanity\_tisander

    dna = easteregg\_emil\_tisander

    religion = "catholic"

    culture = "swedish"

    sexuality = heterosexual

    trait = education\_stewardship\_3

    trait = honest

    trait = diligent

    trait = calm

    trait = twin

    trait = administrator

disallow\_random\_traits = yes

diplomacy = 5

martial = 4

stewardship = 7

intrigue = 10

learning = 8

prowess = 2

1034.12.1 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 100546 #Uppland

}

1066.9.16 = {

    death = yes

}

}

# Game Director, Game Designer

easteregg\_alexander\_oltner = {

    name = "Alexander"

    dynasty = vanity\_oltner

    dna = easteregg\_alexander\_oltner

    religion = "catholic"



culture = "swedish"  
sexuality = heterosexual  
health = 7

trait = education\_diplomacy\_3  
trait = gluttonous  
trait = calm  
trait = content  
trait = overseer  
trait = whole\_of\_body  
trait = comfort\_eater

disallow\_random\_traits = yes

```
1036.9.15 = {  
    birth = yes  
    effect = {  
        add_character_flag = has_scripted_appearance  
        add_character_flag = has_scripted_weight  
        add_character_flag = no_headgear  
        learn_language = language_anglic  
    }  
}
```

```
1066.9.15 = {  
    employer = 100525 # Sweden  
}
```

```
1066.9.16 = {  
    death = yes  
}
```

```
}
```

# Senior Producer

easteregg\_linda\_tiger = {

name = "Linda"

dynasty= vanity\_tiger

dna = easteregg\_linda\_tiger

female = yes

diplomacy=9

martial=6

stewardship=8

intrigue=6

learning = 5

proWess = 6

religion="norse\_pagan"

culture = "swedish"

trait = education\_diplomacy\_2

trait = journaller

trait = administrator

trait = shrewd

trait = physique\_bad\_1

trait = stubborn

trait = cynical

trait = diligent

disallow\_random\_traits = yes

sexuality = heterosexual

1041.3.33 = {

birth = "1041.3.33"

```
        effect = {
            add_character_flag = has_scripted_appearance
            add_character_flag = no_headgear
        }
    }
    1066.1.1 = {
        employer = 20015 # Lapland
    }
    1066.9.16 = {
        death = yes
    }
}
```

#### # Producer

```
easteregg_charna_frostwhisper = {
    name = "Charna"
    dynasty= vanity_frostwhisper

    female = yes
    martial=0
    diplomacy=12
    intrigue=12
    stewardship=4
    learning = 14
    prowess = 0

    religion="catholic"
    culture = "swedish"
    trait = education_intrigue_3
    trait = stubborn
    trait = ambitious
}
```

```
trait = shy
trait = administrator
trait = albino
trait = journaller
disallow_random_traits = yes
```

```
sexuality = bisexual
```

```
1047.11.9 = {
```

```
    birth = yes
```

```
}
```

```
1066.1.1 = {
```

```
    employer = 762 # Poland
```

```
    add_character_modifier = { modifier = prison_pet_stone_modifier } #... D: And now  
Production hoardes its ill-gotten gains!
```

```
}
```

```
1066.9.16 = {
```

```
    death = yes
```

```
}
```

```
}
```

```
# Tech Lead
```

```
easteregg_ly sann_schlegel = {
```

```
    name = "Lysann"
```

```
    dynasty = vanity_schlegel
```

```
    dna = easteregg_ly sann_schlegel
```

```
    religion = "catholic"
```

```
    culture = "saxon"
```

```
    female = yes
```

```
    diplomacy = 5
```

```
martial = 4
stewardship = 5
intrigue = 7
learning = 7
prowess = 5
```

```
trait = education_stewardship_4
trait = diligent
trait = honest
trait = stubborn
trait = architect
trait = irritable
disallow_random_traits = yes
```

```
1036.8.5 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}
```

```
1066.1.1 = {
    employer = 30335 # Count of Mansfeld, close to Halle
}
```

```
1066.9.16 = {
    death = yes
}
```

```
}
```

```
# Localization manager
```

```
easteregg_sara_wendel = {
```

```
name = "Sara"
dynasty = vanity_wendel
female = yes
marital = 3
diplomacy = 3
intrigue = 3
stewardship = 7
learning = 3

faith = "catholic"
culture = "swedish"

trait = education_diplomacy_3
trait = diligent
trait = just
trait = arrogant
trait = berserker

1041.10.29 = {
    birth = "1041.10.29"
}
1066.1.1 = {
    employer = 102523    #Värmland
    give_nickname = nick_the_savage
}
1066.9.16 = {
    death = "1066.9.16"
}
}
```

# Design manager

```
easteregg_pernilla_sparrhult = {
    name = "Pernilla"
    dynasty = vanity_sparrhult
    female = yes
    religion = haymanot
    culture = ethiopian

    trait = education_diplomacy_4
    trait = arrogant
    trait = paranoid
    trait = generous

    disallow_random_traits = yes

    1033.2.7 = {
        birth = "1033.2.7"
    }
    1066.1.1 = {
        employer = 145655 #Axum
    }
    1066.9.16 = {
        death = "1066.9.16"
    }
}

# Content Designer
easteregg_mathilda_bjarnehed = {
    name = Mathilda
    dna = easteregg_mathilda_bjarnehed
    dynasty = vanity_bjarnehed
    religion = catholic
}
```

culture = swedish

female = yes

trait = education\_learning\_3

trait = shrewd

trait = administrator

trait = content

trait = compassionate

trait = just

1040.9.13 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.9.15 = {

    employer = 100525

}

1066.9.16 = {

    death = yes

}

}

# Programmer

easteregg\_magne\_skjaeran = {

    name = "Magne"

    dna = easteregg\_magne\_skjaeran

    dynasty = vanity\_skjaeran

    religion = "catholic"



culture = "norwegian"

sexuality = bisexual

trait = education\_learning\_4

trait = shrewd

trait = lazy

trait = arrogant

trait = scholar

trait = ambitious

trait = physique\_bad\_1

diplomacy = 4

martial = 4

stewardship = 8

intrigue = 6

learning = 6

prowess = 0

disallow\_random\_traits = yes

1041.12.24 = {

    birth=yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 102531 # Norway

    give\_nickname = nick\_tiny

}

```
1066.9.16 = {
    death="1066.9.16"
}
}

# QA
easteregg_matthew_frary = {
    name = "Matthew"
    dynasty = vanity_frary
    religion = "catholic"
    culture = "anglo_saxon"

    trait = education_martial_2
    trait = inbred
    trait = intellect_bad_1
    trait = strong
    trait = compassionate

    disallow_random_traits = yes

1041.01.01 = {
    birth = "1041.01.01"
}

1066.1.1 = {
    employer = 5650 # Norfolk
}

1066.9.16 = {
    death = "1066.9.16"
}
}
```

# Programmer

easteregg\_matthew\_clohessy = {

name = "Matthew"

dynasty = vanity\_clohessy

dna = easteregg\_matthew\_clohessy

religion = "catholic"

culture = "anglo\_saxon"

sexuality = heterosexual

# Stats

diplomacy = 6 # the traits bump it up a bit too much

martial = 3

stewardship = 8

intrigue = 8

learning = 4

prohess = 7

health = 7

# Education

trait = education\_diplomacy\_3

# Personality

trait = gregarious

trait = cynical

trait = compassionate

# Lifestyle

trait = reveler\_3

# Other

trait = lunatic\_1

```
disallow_random_traits = yes
```

```
1045.1.28 = {  
    birth = "1045.1.28" # No longer 1048 bein just a babby, time flies when your making  
games!  
    effect = {  
        add_character_flag = has_scripted_appearance  
        add_character_flag = no_headgear  
  
        if = {  
            limit = {  
                has_ep1_dlc_trigger = yes  
            }  
            add_trait = depressed_1 # It is what it issss  
        }  
    }  
}  
  
1066.1.1 = {  
    employer = 131 # Hertfordshire  
}  
  
1066.9.16 = {  
    death = "1066.9.16"  
}  
}
```

```
# Content Designer
```

```
easteregg_linnea_thimren = {  
    name = Linne_a  
    dna = easteregg_linnea_thimren  
    dynasty = vanity_thimren
```

religion = norse\_pagan

culture = swedish

female = yes

# Stats

diplomacy = 6

martial = 3

stewardship = 10

intrigue = 12

learning = 7

prowess = 9

trait = education\_learning\_3

trait = cynical

trait = diligent

trait = compassionate

trait = lifestyle\_herbalist

trait = reclusive

disallow\_random\_traits = yes

1042.9.13 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 20014

    effect = {

        give\_witch\_secret\_or\_trait\_effect = yes

```
        if = {
            limit = {
                has_dlc_feature = royal_court
            }
            create_inspiration = book_inspiration
            select_and_move_to_pool_effect = yes
        }
    }
}

1066.9.16 = {
    death = yes
}
}
```

# Content Designer (Freelance)

```
easteregg_flavio_verna = {
    name = "Flavio"
    dynasty = vanity_verna
```

```
    religion = "catholic"
    culture = "italian"
    trait = education_learning_3
    trait = blademaster_1
    trait = celibate
    trait = temperate
    trait = diligent
    trait = cynical
    disallow_random_traits = yes
```

```
1041.9.15 = {
```

```
        birth = yes
    }
    1066.1.1 = {
        employer = 7757 #Matilda
    }
    1066.9.16 = {
        death = yes
    }
}
```

### # Content Designer

```
easteregg_sean_hughes = {
    name = Sean
    dna = easteregg_sean_hughes
    dynasty = vanity_hughes
    religion = catholic
    culture = saxon

    trait = education_stewardship_3
    # trait = beauty_good_1 # To replace; commented for now
    trait = scholar
    trait = shrewd
    trait = compassionate
    trait = honest
    trait = gluttonous
    trait = reclusive
    disallow_random_traits = yes

    1038.6.16 = {
        birth = yes
        effect = {
```

```

        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}
1066.1.1 = {
    employer = 20251
    add_pressed_claim = title:c_bremen
    effect = {
        if = {
            limit = {
                has_dlc_feature = royal_court
            }
            create_inspiration = weapon_inspiration
            select_and_move_to_pool_effect = yes
        }
    }
}
1066.9.16 = {
    death = yes
}
}

```

#### # Content Designer

```

easteregg_petter_vilberg = {
    name = Petter
    dna = easteregg_petter_vilberg
    dynasty = vanity_vilberg
    religion = catholic
    culture = norwegian
    martial = 8
    diplomacy = 8
}

```



stewardship = 9

intrigue = 7

learning = 12

prowess = 8

trait = education\_diplomacy\_3

trait = diligent

trait = gregarious

trait = impatient

trait = architect

trait = forest\_fighter

disallow\_random\_traits = yes

1037.11.9 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 102553

    give\_nickname = nick\_troublemaker

    effect = {

        add\_trait = poet

    }

}

1066.9.16 = {

    death = yes

}

}

## # Content Design Lead

```
easteregg_maximilian_olbers = {  
    name = Maximilian  
    dna = easteregg_maximilian_olbers  
    dynasty = vanity_olbers  
    religion = catholic  
    culture = swedish  
    martial = 8  
    diplomacy = 9  
    stewardship = 8  
    intrigue = 8  
    learning = 10  
    prowess = 6  
  
    trait = education_stewardship_3  
    trait = diligent  
    trait = patient  
    trait = honest  
    trait = administrator  
    trait = peasant_leader  
    trait = organizer  
    disallow_random_traits = yes  
  
    1034.8.3 = {  
        birth = yes  
        effect = {  
            add_character_flag = has_scripted_appearance  
            add_character_flag = no_headgear  
        }  
    }  
}
```

```
1066.1.1 = {  
    employer = 102534  
    give_nickname = nick_the_lawgiver  
}  
1066.9.16 = {  
    death = yes  
}  
}
```

### # Content Designer

```
easteregg_milla_lankinen = {  
    name = Milla  
    dna = easteregg_milla_lankinen  
    dynasty = vanity_lankinen  
    religion = finnish_pagan  
    culture = finnish  
    female = yes  
    martial = 7  
    diplomacy = 9  
    stewardship = 7  
    intrigue = 9  
    learning = 7  
    prowess = 10  
  
    trait = education_diplomacy_3  
    trait = compassionate  
    trait = humble  
    trait = lustful  
    trait = shrewd  
    trait = lifestyle_herbalist  
    trait = cautious_leader
```

disallow\_random\_traits = yes

```
1033.7.28 = {  
    birth = yes  
    effect = {  
        add_character_flag = has_scripted_appearance  
        add_character_flag = no_headgear  
    }  
}
```

```
1066.1.1 = {  
    employer = 20618 #Kemi  
}
```

```
1066.9.16 = {  
    death = yes  
}
```

```
}
```

# QA Lead, QA

```
easteregg_jakub_potapczyk = {  
    name = "Jakub"  
    dynasty = vanity_potapczyk  
    dna = easteregg_jakub_potapczyk  
    religion = "catholic"  
    culture = "polish"  
    sexuality = heterosexual  
    health = 7  
    trait = education_diplomacy_3  
    trait = ambitious  
    trait = impatient  
    trait = gregarious  
    trait = poet
```

```
disallow_random_traits = yes
1040.9.3 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
        add_character_flag = has_scripted_weight
    }
}
1066.1.1 = {
    employer = 762 #Poland
    effect = {
        add_secret = {
            type = secret_deviant
        }
    }
    give_nickname = nick_the_bard
}
1066.9.16 = {
    death = yes
}
}
```

# QA Project Coordinator, QA, Content Designer

```
easteregg_ewan_cowhig_croft = {
    name = "Ewan"
    dynasty = vanity_cowhig_croft
    religion = "catholic"
    culture = "anglo_saxon"
    #Skills & Health
    diplomacy = 10
}
```

```
martial = 2
stewardship = 9
intrigue = 23
learning = 12
prowess = 0
health = 14
#Education
trait = education_intrigue_1
#Personality
trait = lazy
trait = craven
trait = stubborn
#Other
trait = schemer
trait = drunkard
#trait = henbane_addict
trait = one_eyed
trait = one_legged
trait = maimed
trait = physique_bad_3
trait = intellect_bad_3
trait = weak
trait = forest_fighter    #Foresters o' Dean

disallow_random_traits = yes

1038.12.27 = {
    birth = yes
    effect = {
        add_character_flag = no_drunkard_visual
    }
}
```

```

}
1066.1.1 = {
    # Gloucestershire
    employer = 82040
    # Totes.
    give_nickname = nick_the_trustworthy
    add_perk = prepared_for_anything_perk
    add_perk = swift_execution_perk
    add_perk = a_job_done_right_perk
    add_perk = twice_schemed_perk
    effect = {
        # Create Bazcat.
        add_character_modifier = { modifier = cat_story_modifier }
        # Send me a-wanderin'. But, y'know, still in Gloucestershire.
        if = {
            limit = { has_dlc_feature = royal_court }
            create_inspiration = adventure_inspiration
        }
        # Add the collection.
        create_artifact_pedestal_human_skull_specific_effect = {
            OWNER = root
            DESKULLED = character:easteregg_alexander_windahl
        }
        create_artifact_pedestal_human_skull_specific_effect = {
            OWNER = root
            DESKULLED = character:easteregg_daniel_moore
        }
        create_artifact_pedestal_human_skull_specific_effect = {
            OWNER = root
            DESKULLED = character:easteregg_joseph_gardener
        }
    }
}

```

```
        create_artifact_pedestal_human_skull_specific_effect = {
            OWNER = root
            DESKULLED = character:easteregg_nicholas_meredith
        }
        create_artifact_pedestal_human_skull_specific_effect = {
            OWNER = root
            DESKULLED = character:easteregg_tegan_harris
        }
        # And some fun stuff.
        learn_language = language_south_slavic
        learn_language = language_armenian
        learn_language = language_brythonic
    }
}
1066.9.16 = {
    death = yes
}
}
```

### # 3D Art Lead

```
easteregg_joacim_carlberg = {
    name = "Joacim"
    dynasty = vanity_carlberg
    dna = easteregg_joacim_carlberg
    religion = "catholic"
    culture = "swedish"
    #Skills & Health
    diplomacy = 8
    martial = 10
    stewardship = 14
    intrigue = 8
}
```



```
learning = 10
prowess = 10
health = 7
#Education
trait = education_stewardship_2
#Personality
trait = patient
trait = generous
trait = honest
#Other
trait = legitimized_bastard
trait = shrewd
#trait = calm
#trait = honest
#trait = ambitious
#trait = cynical
#trait = compassionate
trait = flexible_leader

sexuality = heterosexual
disallow_random_traits = yes

1035.10.20 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}

1066.1.1 = {
    employer = 20008 #Jarl Faste of Dal
```

```
        give_nickname = nick_the_eager
    }
    1066.9.16 = {
        death = yes
    }
}
```

#### # Technical Artist

```
easteregg_david_horler = {
    name = "David"
    dynasty = vanity_horler
    religion = "catholic"
    culture = "welsh"

    1039.10.03 = {
        birth = yes
        employer = 140 # William the Bastard
    }
    1066.9.16 = {
        death = yes
    }
}
```

#### # QA

```
easteregg_paul_depre = {
    name = "Paul"
    dna = easteregg_paul_depre
    dynasty = vanity_depre
    religion = catholic
    culture = franconian
}
```

martial = 6  
diplomacy = 8  
stewardship = 10  
intrigue = 6  
learning = 6  
prowess = 0

trait = education\_diplomacy\_3  
trait = cynical  
trait = impatient  
trait = honest  
trait = depressed\_genetic  
trait = diplomat  
trait = disinherited

sexuality = asexual  
disallow\_random\_traits = yes

```
1037.12.03 = {  
    birth = yes  
    effect = {  
        add_character_flag = has_scripted_appearance  
        add_character_flag = no_headgear  
    }  
}
```

```
1066.9.15 = {  
    employer = 100525 #Sweden  
    give_nickname = nick_the_black_sheep  
    move_to_pool = yes  
    effect = {  
        add_secret = { type = secret_non_believer }    }  
}
```

```
    }  
  }  
  1066.9.16 = {  
    death = yes  
  }  
}
```

#### # Customer Support Specialist

```
easteregg_debbie_lane = {  
  name = "Debbie"  
  dna = easteregg_debbie_lane  
  dynasty = vanity_lane  
  religion = catholic  
  culture = norse  
  female = yes
```

#### #Skills

```
diplomacy = 9  
martial = 2  
stewardship = 5  
intrigue = 8  
learning = 7  
prowess = 4
```

#### #Education

```
trait = education_diplomacy_3 #Charismatic Negotiator
```

#### #Personality Traits

```
trait = lustful  
trait = stubborn  
trait = wrathful
```

```
#Other Traits

trait = infertile

trait = drunkard

trait = lunatic_genetic

# trait = beauty_good_1 # To replace; commented for now

trait = shrewd

trait = physique_bad_2

sexuality = bisexual

disallow_random_traits = yes

1035.6.27 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_drunkard_visual
        add_character_flag = no_headgear
    }
}

1066.1.1 = {
    employer = 132 #Essex
}

1066.9.16 = {
    death = yes
}

}

# 2D Art Lead, 2D Artist

easteregg_petter_lundh = {
    name = "Petter"
```

dynasty = vanity\_lundh  
religion = "norse\_pagan"  
culture = "norwegian"  
dna = easteregg\_petter\_lundh

#### # Skills

martial = 8  
diplomacy = 2  
stewardship = 0  
intrigue = 3  
learning = 8  
prowess = 6  
health = 7

#### # Education

trait = education\_martial\_3

#### # Personality Traits

trait = cynical  
trait = impatient  
trait = gluttonous

#### # Other Traits

trait = whole\_of\_body  
trait = organizer

sexuality = heterosexual  
disallow\_random\_traits = yes

1034.11.08 = {  
    birth = yes

```
        effect = {
            add_character_flag = has_scripted_appearance
            add_character_flag = no_headgear
        }
    }

    1066.1.1 = {
        employer = norwegian.1001    #Trondheim
        give_nickname = nick_the_philosopher
    }

    1066.9.16 = {
        death = yes
    }
}

# Game Designer, Content Designer, QA Manager, QA Lead, QA Project Coordinator, QA
easteregg_nicholas_meredith = {
    name = "Nicholas"
    dynasty = vanity_meredith
    religion = catholic
    culture = anglo_saxon

    #Skills
    prowess = 11

    #Education
    trait = education_intrigue_2

    #Personality Traits
    trait = arrogant
```

trait = cynical

trait = content

#Other Traits

trait = reckless

trait = disfigured

trait = berserker

trait = disloyal

sexuality = bisexual

disallow\_random\_traits = yes

1039.7.5 = {

    birth = yes

}

1066.1.1 = {

    employer = anglo\_saxon.1001 #Middlesex

    effect = {

        add\_secret = { type = secret\_cannibal }

        give\_nickname = nick\_the\_girthy

        give\_witch\_secret\_or\_trait\_effect = yes

    random\_dummy\_gender\_effect = yes

    create\_artifact\_weapon\_effect = {

        OWNER = this

        CREATOR = scope:dummy\_gender

        SET\_WEAPON\_TYPE = flag:artifact\_weapon\_type\_sword

    }

    scope:newly\_created\_artifact = {

        set\_artifact\_name = easteregg\_artifact\_nicks\_weapon



```
        set_artifact_description =
easteregg_artifact_nicks_weapon_description

        add_artifact_modifier = artifact_attraction_opinion_3_modifier
        add_artifact_modifier = artifact_spouse_opinion_add_3_modifier
        add_artifact_modifier =
artifact_befriend_scheme_power_add_3_modifier
        equip_artifact_to_owner = yes
    }
}
}
1066.9.16 = { death = yes }
}
```

# QA

```
easteregg_william_riggott = {
    name = "William"
    dynasty = vanity_riggott
    religion = catholic
    culture = anglo_saxon

    #Education
    trait = education_learning_2

    #Personality Traits
    trait = gregarious
    trait = diligent
    trait = forgiving

    #Other Traits
    trait = drunkard
    trait = administrator
    trait = shrewd
```

trait = one\_legged

sexuality = heterosexual

disallow\_random\_traits = yes

987.3.12 = {

birth = yes

effect = {

add\_character\_flag = no\_drunkard\_visual

}

}

1066.1.1 = {

employer = 2008 #Rome

give\_nickname = nick\_the\_beautiful\_beard

}

1066.9.16 = { death = yes }

}

# QA Project Coordinator, QA

easteregg\_anna\_johansson = {

name = "Anna"

dynasty = vanity\_johansson\_2

religion = norse\_pagan

culture = swedish

#Education

trait = education\_diplomacy\_2

#Personality Traits

trait = stubborn

trait = diligent

trait = paranoid

#### #Other Traits

trait = reclusive

trait = dwarf

trait = physique\_bad\_1

trait = torturer

sexuality = heterosexual

disallow\_random\_traits = yes

1041.10.20 = { birth = yes }

1066.1.1 = {

    employer = 100544 #Gavle

    give\_nickname = nick\_little

    effect = {

        add\_secret = { type = secret\_deviant }

        add\_secret = { type = secret\_cannibal }

        add\_secret = { type = secret\_witch }

    }

    }

1066.9.16 = { death = yes }

}

#### # QA

easteregg\_arkadiusz\_majewski = {

    name = "Arkadiusz"

    dynasty = vanity\_majewski

    religion = catholic

    culture = polish

#### #Skills

diplomacy = 4  
martial = 2  
stewardship = 8  
intrigue = 3  
learning = 6  
prowess = 1

#### #Education

trait = education\_learning\_3

#### #Personality Traits

trait = lazy  
trait = patient  
trait = content

#### #Other Traits

trait = mystic\_1

sexuality = heterosexual  
disallow\_random\_traits = yes

1037.01.03 = { birth = yes }

1066.1.1 = {  
    employer = 764 # Kuyavia  
    effect = {  
        add\_secret = { type = secret\_witch }  
    }  
}

1066.9.16 = { death = yes }

}

# QA

```
easteregg_artur_kacprzak = {  
    name = "Artur"  
    dynasty = vanity_kacprzak  
    religion = catholic  
    culture = polish  
  
    #Skills  
    diplomacy = 6  
    martial = 5  
    stewardship = 6  
    intrigue = 0  
    learning = 2  
    prowess = 3  
  
    #Education  
    trait = education_martial_2  
  
    #Personality Traits  
    trait = brave  
    trait = impatient  
    trait = ambitious  
  
    #Other Traits  
    trait = strong  
    trait = blademaster_1  
    trait = comfort_eater  
  
    sexuality = heterosexual  
    disallow_random_traits = yes  
  
    1045.5.5 = { birth = yes }
```

```
1066.1.1 = {
    employer = 336 #Toulouse
    effect = {
        add_secret = { type = secret_non_believer }
    }
    give_nickname = nick_the_plump
}
1076.9.16 = { death = yes }
}
```

### # 3D Environment Artist

```
easteregg_anton_leirnes = {
    name = "Anton"
    dna = easteregg_anton_leirnes
    dynasty = vanity_leirnes
    religion = norse_pagan
    culture = swedish

    #Skills

    diplomacy = 6
    martial = 9
    stewardship = 5
    intrigue = 6
    learning = 8
    prowess = 10

    #Education

    trait = education_learning_4

    #Personality Traits

    trait = lazy
    trait = patient
}
```

```
trait = content

#Other Traits

trait = berserker

trait = scarred

sexuality = heterosexual

disallow_random_traits = yes

1033.6.27 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = has_scripted_weight
        add_character_flag = no_headgear
    }
}

1066.1.1 = {
    employer = norwegian.1002    #Stolsheimen
}

1066.9.16 = { death = yes }
}
```

```
# Programmer
```

```
easteregg_anton_sorokin = {
    name = "Anton"
    dynasty = vanity_sorokin
    religion = "orthodox"
    culture = "russian"
```

```
#Skills
```

```
diplomacy = 6
```

martial = 4

stewardship = 5

intrigue = 6

learning = 6

prowess = 5

#### #Education

trait = education\_learning\_3

#### #Personality Traits

trait = patient

trait = cynical

trait = arrogant

#### #Other Traits

trait = scholar

trait = reclusive

sexuality = heterosexual

disallow\_random\_traits = yes

1034.6.21 = {

    birth = yes

}

1066.1.1 = {

    employer = 302266

    effect = {

        add\_secret = {

            type = secret\_witch

        }



```
    }  
  }  
  1066.9.16 = {  
    death = yes  
  }  
}
```

#### # Tech Lead

```
easteregg_joel_hansson = {  
  name = "Joel"  
  dynasty = vanity_brock  
  dna = easteregg_joel_hansson  
  religion = norse_pagan  
  culture = norse  
  father = easteregg_joel_hansson_father
```

```
# Please no commander
```

```
# Make love not war
```

```
martial = 0
```

```
prowess = 0
```

```
trait = education_learning_2
```

```
trait = humble
```

```
trait = patient
```

```
trait = compassionate
```

```
sexuality = bisexual
```

```
disallow_random_traits = yes
```

```
1035.2.19 = {
```

```
  birth = yes
```

```
        effect = {
            add_character_flag = has_scripted_appearance
            add_character_flag = no_headgear
        }
    }
    1066.1.1 = {
        #employer = 168643 #Skåne
        # No hard feeling Torgils but you kept making me a knight - I'm moving to the King
        for some peace and quiet.
        employer = 101515
    }
    1066.9.16 = {
        death = yes
    }
}
```

# Junior 2D Artist

```
easteregg_malin_jonsson = {
    name = "Malin"
    dynasty = vanity_jonsson
    religion = "catholic"
    culture = "swedish"
    female = yes
    dna = easteregg_malin_jonsson
```

#Skills

```
diplomacy = 0
martial = 5
stewardship = 4
intrigue = 10
learning = 0
```

```
prowess = 9
#Education
trait = education_intrigue_3
#Personality Traits
trait = ambitious
trait = vengeful
trait = stubborn
#Other Traits
trait = irritable
trait = reclusive
trait = scarred
trait = berserker
trait = unyielding_defender
trait = reckless
disallow_random_traits = yes

1038.05.16 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}

1066.1.1 = {
    employer = 20006
    give_nickname = nick_the_inevitable
}

1066.9.16 = {
    death = yes
}
}
```

## # Product Manager

easteregg\_max\_weltz = {

name = "Marc"

dynasty = vanity\_du\_welz

dna = easteregg\_max\_weltz

religion = catholic

culture = french

### #Skills

diplomacy = 3

martial = 2

stewardship = 8

intrigue = 7

learning = 7

proWess = 4

### #Education

trait = education\_stewardship\_3

### #Personality Traits

trait = calm

trait = cynical

trait = diligent

### #Other Traits

trait = administrator

trait = shrewd

trait = wheezing

trait = scarred

sexuality = heterosexual

disallow\_random\_traits = yes

1032.5.3 = {

birth = yes

effect = {

add\_character\_flag = has\_scripted\_appearance

add\_character\_flag = no\_headgear

}

}

1066.1.1 = {

effect = {

add\_secret = { type = secret\_non\_believer }

}

employer = 40364

}

1066.9.16 = {

death = yes

}

}

# UX Designer

easteregg\_jonas\_wickerstrom = {

name = "Jonas"

dynasty = vanity\_wickerstrom

religion= "orthodox"

culture = "swedish"

dna = easteregg\_jonas\_wickerstrom

diplomacy = 3

martial = 4

stewardship = 5

intrigue = 2

learning = 3

prowess = 8

trait = education\_diplomacy\_1

trait = arbitrary

trait = vengeful

trait = wrathful

trait = irritable

trait = varangian

trait = kinslayer\_1

disallow\_random\_traits = yes

1036.9.10 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 1746 #Optimatoi

}

1066.9.16 = {

    death = yes

}

}

## # Map Design

```
easteregg_arthur_bialecki = {  
    name = "Arthur"  
    dynasty = vanity_bialecki  
    religion = "catholic"  
    culture = "polish"  
  
    trait = education_diplomacy_2  
    trait = ambitious  
    trait = honest  
    trait = wrathful  
  
    sexuality = heterosexual  
    disallow_random_traits = yes  
  
    1037.6.24 = {  
        birth = yes  
    }  
    1066.1.1 = {  
        employer = 302017 #Poznan  
    }  
    1066.9.16 = {  
        death = yes  
    }  
}
```

## # CoA designer

```
easteregg_patrick_mauffrey = {  
    name = "Patrick"  
    dynasty = vanity_mauffrey  
    religion = "catholic"
```

culture = "occitan"

trait = education\_intrigue\_1

trait = cynical

trait = patient

trait = drunkard

trait = excommunicated

disallow\_random\_traits = yes

1049.1.1 = {

    birth = yes

    effect = {

        add\_character\_flag = no\_drunkard\_visual

    }

}

1066.1.1 = {

    employer = 40462 # Guigues d'Albon, count of Viennois

}

1066.9.16 = {

    death = yes

}

}

# Commercial Manager

easteregg\_viktor\_stadler = {

    name = "Viktor"

    dynasty = vanity\_stadler

    religion = catholic



culture = swedish

#### #Skills

diplomacy = 6

martial = 4

stewardship = 8

intrigue = 5

learning = 9

prowess = 4

#### #Education

trait = education\_stewardship\_4

#### #Personality Traits

trait = greedy

trait = cynical

trait = lustful

#### #Other Traits

trait = avaricious

# trait = beauty\_good\_1 # To replace; commented for now

trait = rakish

trait = impotent

sexuality = heterosexual

disallow\_random\_traits = yes

1036.9.22 = {

    birth = yes

}

1066.1.1 = {

    employer = 100546 #Uppland

```
        give_nickname = nick_the_viking
        effect = {
            add_secret = { type = secret_incest }
        }
    }
1066.9.16 = {
    death = yes
}
}
```

# PR

```
easteregg_jesse_henning = {
```

```
    name = "Jesse"
```

```
    dynasty = vanity_henning
```

```
    religion = catholic
```

```
    culture = saxon
```

```
#Education
```

```
trait = education_diplomacy_4
```

```
#Personality Traits
```

```
trait = gregarious
```

```
trait = diligent
```

```
trait = brave
```

```
#Other Traits
```

```
trait = diplomat
```

```
disallow_random_traits = yes
```

```
1026.1.1 = {
```

```
    birth = yes
```

```
}  
1066.1.1 = {  
    employer = fox_1  
}  
1066.9.16 = {  
    death = yes  
}  
}
```

#### # Community Developer

```
easteregg_rodrigue_delrue = {  
    name = "Rodrigue"  
    dynasty = vanity_delrue  
    religion = catholic  
    culture = french
```

```
diplomacy = 6
```

#### #Education

```
trait = education_diplomacy_4
```

#### #Personality Traits

```
trait = gregarious
```

```
trait = forgiving
```

```
trait = compassionate
```

#### #Other Traits

```
trait = gallant
```

```
disallow_random_traits = yes
```

```
1037.1.1 = {
```

```
        birth = yes
    }
    1066.1.1 = {
        employer = 40406 # Amiens
    }
    1066.9.16 = {
        death = yes
    }
}
```

#### # User Research

```
easteregg_hanna_lohman = {
    name = "Hanna"
    dna = easteregg_hanna_lohman
    dynasty = vanity_lohman
    religion = catholic
    culture = norse
    female = yes
```

#### #Skills

```
diplomacy = 8
martial = 5
stewardship = 7
intrigue = 6
learning = 4
prowess = 3
```

#### #Education

```
trait = education_learning_3
```

#### #Personality Traits

trait = calm

trait = temperate

trait = shy

#Other Traits

trait = scholar

trait = journaller

trait = lifestyle\_herbalist

trait = depressed\_1

trait = shrewd

trait = physique\_bad\_3

sexuality = bisexual

disallow\_random\_traits = yes

1035.8.29 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 20005 #Ovre Dalarna

}

1066.9.16 = {

    death = yes

}

}

# Associate Producer

easteregg\_daniel\_moore = {

name = "Daniel"

dynasty = vanity\_moore

religion = catholic

culture = anglo\_saxon

female = no

#### #Skills

diplomacy = 7

martial = 6

stewardship = 6

intrigue = 7

learning = 8

proWess = 4

#### #Education

trait = education\_learning\_2

#### #Personality Traits

trait = ambitious

trait = paranoid

trait = honest

#### #Other Traits

trait = depressed\_genetic

trait = lispinq

trait = irritable

trait = shrewd

trait = strategist

sexuality = heterosexual

disallow\_random\_traits = yes

1041.08.22 = {

    birth = yes

}

1066.1.1 = {

    employer = 90027 #Closest-ish to Manchester

}

1066.9.16 = {

    death = yes

}

}

# QA

easteregg\_bartosz\_byczynski = {

    name = "Bartosz"

    dynasty = vanity\_byczynski

    religion = catholic

    culture = polish

#Skills

    diplomacy = 7

    martial = 2

    stewardship = 7

    intrigue = 1

    learning = 8

    prowess = 5

#Education

    trait = education\_diplomacy\_3

#Personality Traits

trait = compassionate

trait = gregarious

trait = stubborn

#Other Traits

trait = drunkard

sexuality = heterosexual

disallow\_random\_traits = yes

1042.10.2 = {

    birth = yes

    effect = {

        add\_character\_flag = no\_drunkard\_visual

    }

}

1066.1.1 = {

    employer = 138496 #Aberystwyth (Cardigan, its liege)

    effect = {

        add\_secret = {

            type = secret\_witch

        }

    }

}

1066.9.16 = {

    death = yes

}

}

# QA



```
easteregg_joseph_gardener = {  
    name = "Joseph"  
    dynasty = vanity_gardener  
    religion = catholic  
    culture = anglo_saxon  
    female = no  
  
    #Skills  
    diplomacy = 4  
    martial = 8  
    stewardship = 9  
    intrigue = 5  
    learning = 5  
    prowess = 10  
  
    #Education  
    trait = education_martial_1  
  
    #Personality Traits  
    trait = lustful  
    trait = vengeful  
    trait = compassionate  
  
    #Other Traits  
    trait = blademaster_2  
    trait = irritable  
    trait = logistician  
    trait = lifestyle_gardener  
  
    sexuality = bisexual  
    disallow_random_traits = yes
```

```
1040.3.8 = {
    birth = yes
}
1066.1.1 = {
    employer = 131
}
1066.9.16 = {
    death = yes
}
}
```

#### # UX Designer

```
easteregg_peter_johannesson = {
    name = "Peter"
    dna = easteregg_peter_johannesson
    dynasty = vanity_johannesson
    religion = catholic
    culture = swedish
    female = no
```

#### #Education

```
trait = education_diplomacy_1
```

#### #Personality Traits

```
trait = cynical
trait = gregarious
trait = impatient
```

#### #Other Traits

```
trait = possessed_1
```

trait = reveler\_2

disallow\_random\_traits = yes

1040.1.1 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

  }

1066.9.15 = {

    employer = 100525 # Sweden

  }

1066.9.16 = {

    death = yes

  }

}

# PR

easteregg\_troy\_goodfellow = {

    name = "Troy"

    dynasty = vanity\_goodfellow

    religion = insular\_celtic

    culture = irish

    female = no

#Skills

    diplomacy = 6

    martial = 3

    stewardship = 6

intrigue = 5  
learning = 11

#### #Education

trait = education\_diplomacy\_4

#### #Personality Traits

trait = content

trait = diligent

trait = compassionate

#### #Other Traits

trait = diplomat

disallow\_random\_traits = yes

1026.1.1 = {

    birth = yes

}

1066.9.15 = {

    employer = 6180 # Ulster

}

1066.9.16 = {

    death = yes

}

}

#### # QA/Data Scientist

easteregg\_katya\_boestad = {

    name = "Katya"

    dna = easteregg\_katya\_boestad

dynasty = vanity\_boestad

religion = bogomilist

culture = swedish

female = yes

#### #Skills

diplomacy = 4

martial = 2

stewardship = 5

intrigue = 2

learning = 5

prowess = 1

#### #Education

trait = education\_learning\_3

#### #Personality Traits

trait = compassionate

trait = patient

trait = trusting

#### #Other Traits

trait = shrewd

trait = mystic\_2

trait = wheezing

sexuality = homosexual

disallow\_random\_traits = yes

1034.8.10 = {

    birth = yes

```
        effect = {
            add_character_flag = has_scripted_appearance
            add_character_flag = no_headgear
            give_nickname = nick_the_honest_hipped
        }
    }
1066.9.15 = {
    employer = 100525 # Sweden
    effect = {
        add_secret = { type = secret_witch }
    }
}
1066.9.16 = {
    death = yes
}
}
```

#### # Content designer

```
easteregg_bianca_savazzi = {
    name = "Bianca"
    dna = easteregg_bianca_savazzi
    dynasty = vanity_savazzi
    religion = catholic
    culture = italian
    female = yes
```

#### #Skills

```
diplomacy = 6
martial = 7
stewardship = 9
intrigue = 11
```

learning = 9

prowess = 2

#### #Education

trait = education\_learning\_2

#### #Personality Traits

trait = shy

trait = stubborn

trait = diligent

#### #Other Traits

trait = physician\_1

trait = irritable

trait = athletic

sexuality = bisexual

disallow\_random\_traits = yes

1038.5.19 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.9.15 = {

    employer = 7757 # Mantova

    effect = {

        if = {

            limit = {

```
        has_dlc_feature = royal_court
    }
    create_inspiration = book_inspiration
    select_and_move_to_pool_effect = yes
}
}
}
1066.9.16 = {
    death = yes
}
}
```

#### # Data Scientist

```
easteregg_steacy_mcilwham = {
    name = Steacy
    dynasty = vanity_mcilwham
    religion = catholic
    culture = scottish
    sexuality = heterosexual
    female = yes
    dna = easteregg_steacy_mcilwham
}
```

#### # Stats

```
diplomacy = 7
martial = 7
stewardship = 8
intrigue = 5
learning = 4
prowess = 2
health = 6
```



# Education

trait = education\_diplomacy\_3

# Personality

trait = gregarious

trait = ambitious

trait = gluttonous

# Other

trait = lunatic\_1

trait = shrewd

disallow\_random\_traits = yes

1040.11.14 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 131002

}

1066.9.16 = {

    death = yes

}

}

# Character Artist

easteregg\_nils\_wadensten = {

name = "Nils"  
dna = easteregg\_nils\_wadensten  
dynasty = vanity\_wadensten  
religion = norse\_pagan  
culture = swedish

#### #Education

trait = education\_martial\_4

#### #Personality Traits

trait = ambitious  
trait = stubborn  
trait = diligent

#### #Other Traits

trait = architect

sexuality = heterosexual  
disallow\_random\_traits = yes

1032.4.30 = {  
    birth = yes  
    effect = {  
        add\_character\_flag = has\_scripted\_appearance  
        add\_character\_flag = no\_headgear  
    }  
}

1066.9.15 = {  
    employer = 20015 #Umeå  
}

1066.9.16 = {

```
        death = yes
    }
}
```

#### # QA Project Coordinator

```
easteregg_andreas_olsson = {
    name = "Andreas"
    dynasty = vanity_olsson
    religion = norse_pagan
    culture = norse
    female = no
```

#### #Skills

```
diplomacy = 6
martial = 4
stewardship = 4
intrigue = 4
learning = 6
prowess = 3
```

#### #Education

```
trait = education_intrigue_3
```

#### #Personality Traits

```
trait = ambitious
trait = stubborn
trait = paranoid
```

#### #Other Traits

```
trait = drunkard
trait = shrewd
```

trait = reveler\_2

trait = one\_eyed

sexuality = heterosexual

disallow\_random\_traits = yes

1036.11.30 = {

    birth = yes

    effect = {

        add\_character\_flag = no\_drunkard\_visual

    }

}

1066.1.1 = {

    employer = 100527 #Halsingland

}

1066.9.16 = {

    death = yes

}

}

# Content Design Lead, Map Design

easteregg\_henrik\_lohmander = {

    name = "Henrik"

    dynasty = vanity\_lohmander

    religion = "shaivism"

    culture = swedish

    female = no

    dna = easteregg\_henrik\_lohmander

#Skills

    diplomacy = 6

martial = 7

stewardship = 6

#intrigue can be random

learning = 7

prowess = 0

#Education

trait = education\_learning\_3

#Personality Traits

trait = paranoid

trait = lustful

trait = diligent

#Other Traits

trait = scholar

trait = reclusive

trait = cautious\_leader

disallow\_random\_traits = yes

1032.3.1 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

        learn\_language = language\_rajasthani

    }

}

1066.1.1 = {

    employer = 188185

    if = {

```
        limit = { has_dlc_feature = royal_court }
        create_inspiration = book_inspiration
    }
}
1066.9.16 = {
    death = yes
}
}
```

# Programmer

```
easteregg_ismael_serrano = {
    name = "Ismael"
    dynasty = vanity_serrano
    dna = easteregg_ismael_serrano # Serrano
    religion = "catholic"
    culture = "basque"
    sexuality = heterosexual

    trait = education_diplomacy_3
    trait = compassionate
    trait = diligent
    trait = content

    diplomacy = 8
    martial = 5
    stewardship = 6
    intrigue = 2
    learning = 8
    prowess = 6

    disallow_random_traits = yes
}
```

```
1033.11.25 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}

1066.1.1 = {
    employer = 107520 # Viscaya
}

1066.9.16 = {
    death="1066.9.16"
}
}
```

# Community Ambassador

```
easteregg_fawn_rowe = {
    name = "Fawn"
    dynasty = vanity_rowe
    religion = "catholic"
    culture = "anglo_saxon"
    female = yes

    trait = education_diplomacy_3
    trait = greedy
    trait = calm
    trait = trusting
    trait = schemer

    disallow_random_traits = yes
}
```

```
1039.11.25 = {
    birth=yes
}
1066.1.1 = {
    employer = 130 # Kent
}
1066.9.16 = {
    death="1066.9.16"
}
}
```

# Community Ambassador

```
easteregg_lenaic_riedinger = {
    name = "Le_nai_c"
    dynasty = vanity_riedinger
    religion = "catholic"
    culture = "norman"
    sexuality = heterosexual

    learning = 7

    trait = education_diplomacy_3
    trait = patient
    trait = just
    trait = brave
    trait = strategist
    trait = scholar
    trait = architect

    disallow_random_traits = yes
```



```
1035.11.25 = {
    birth=yes
}
1066.1.1 = {
    employer = 20112 # Rouen
}
1066.9.16 = {
    death="1066.9.16"
}
}
```

# QA

```
easteregg_niall_bird = {
    name = "Niall"
    dynasty = vanity_bird
    religion = "catholic"
    culture = "irish"

    diplomacy = 7

    trait = education_diplomacy_2
    trait = honest
    trait = wrathful
    trait = gregarious
    trait = reveler_2

    disallow_random_traits = yes

    1039.11.25 = {
        birth=yes
    }
}
```

```
}
1066.1.1 = {
    employer = 5660 # West Riding
}
1066.9.16 = {
    death="1066.9.16"
}
}
```

#### # PMM

```
easteregg_christian_daflos = {
    name = "Christian"
    dna = easteregg_christian_daflos
    dynasty = vanity_daflos
    religion = "orthodox"
    culture = "greek"
    female = no
}
```

#### #Skills

```
diplomacy = 9
martial = 6
stewardship = 7
intrigue = 5
learning = 7
prowess = 4
```

#### #Education

```
trait = education_diplomacy_3
```

#### #Personality Traits

```
trait = lustful
```

trait = ambitious

trait = temperate

#Other Traits

trait = strategist

trait = drunkard

sexuality = heterosexual

disallow\_random\_traits = yes

1049.10.7 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

        add\_character\_flag = no\_drunkard\_visual

    }

}

1066.9.15 = {

    employer = 1764

}

1066.9.16 = {

    death = yes

}

}

# Marketing Creative Producer

easteregg\_max\_collin = {

    name = "Max"

    dna = easteregg\_max\_collin

    dynasty = vanity\_collin

religion = "catholic"  
culture = "anglo\_saxon"  
female = no

#### #Skills

diplomacy = 6  
martial = 2  
stewardship = 2  
intrigue = 8  
learning = 9  
prowess = 3

#### #Education

trait = education\_learning\_2

#### #Personality Traits

trait = calm  
trait = trusting  
trait = forgiving

#### #Other Traits

trait = drunkard  
trait = physique\_bad\_1  
# trait = beauty\_good\_2 # To replace; commented for now

sexuality = heterosexual  
disallow\_random\_traits = yes

1020.5.28 = {  
    birth = yes  
    effect = {

```
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
        add_character_flag = no_drunkard_visual
    }
}
1066.9.15 = {
    employer = 115
}
1066.9.16 = {
    death = yes
}
}
```

#### # Junior Producer

```
easteregg_tegan_harris = {
    name = "Tegan"
    dna = easteregg_tegan_harris
    dynasty = vanity_harris
    religion = "catholic"
    culture = "anglo_saxon"
    female = yes
```

#### #Skills

```
diplomacy = 8
martial = 5
stewardship = 5
intrigue = 7
learning = 8
prowess = 4
```

#### #Education

trait = education\_intrigue\_2

#### #Personality Traits

trait = ambitious

trait = compassionate

trait = stubborn

#### #Other Traits

trait = administrator

trait = shrewd

sexuality = bisexual

disallow\_random\_traits = yes

1034.8.5 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.5 = { #Slightly later date due to Edgar the Aetheling not receiving his county till  
five days into 1066.

    employer = 112

    effect = {

        add\_secret = { type = secret\_witch }

    }

}

1066.9.16 = {

    death = yes

}

```
}
```

```
# QA
```

```
easteregg_wojciech_cywinski = {
```

```
    name = "Wojciech"
```

```
    dynasty = vanity_cywinski
```

```
    religion = "baltic_pagan"
```

```
    culture = "prussian"
```

```
#Skills
```

```
    diplomacy = 2
```

```
    martial = 5
```

```
    stewardship = 3
```

```
    intrigue = 1
```

```
    learning = 7
```

```
    prowess = 9
```

```
#Education
```

```
    trait = education_martial_3
```

```
#Personality Traits
```

```
    trait = cynical
```

```
    trait = calm
```

```
    trait = stubborn
```

```
#Other Traits
```

```
    trait = family_first
```

```
    sexuality = heterosexual
```

```
    disallow_random_traits = yes
```

```
1039.8.15 = {
    birth = yes
}
1066.1.1 = {
    employer = 28015
    effect = {
        add_secret = { type = secret_non_believer }
    }
}
1069.8.16 = {
    death = yes
}
}
```

#### # Character Artist

```
easteregg_nikolaos_kaltsogiannis = {
    name = "Nikolaos"
    dna = easteregg_nikolaos_kaltsogiannis
    dynasty = vanity_kaltsogiannis
    religion = "orthodox"
    culture = "greek"
```

#### #Skills

```
diplomacy = 9
martial = 7
stewardship = 6
intrigue = 6
learning = 4
prowess = 2
```

#### #Education

```
trait = education_diplomacy_3
```



### #Personality Traits

trait = stubborn

trait = honest

trait = ambitious

### #Other Traits

trait = torturer

trait = hunter\_3

sexuality = heterosexual

disallow\_random\_traits = yes

1036.10.13 = {

    birth = yes

    add\_character\_flag = has\_scripted\_appearance

    add\_character\_flag = no\_headgear

    add\_character\_flag = has\_scripted\_weight

}

1066.1.1 = {

    employer = 20517 #Count Nikephoros of Demetrias.

}

1066.9.16 = {

    death = yes

}

}

### # Art Director

easteregg\_pontus\_olofsson = {

    name = "Pontius"

    dna = easteregg\_pontus\_olofsson

dynasty = vanity\_springmountain

religion = "catholic"

culture = "norse"

#### #Skills

diplomacy = 8

martial = 7

stewardship = 6

intrigue = 5

learning = 4

prowess = 5

#### #Education

trait = education\_diplomacy\_3

#### #Personality Traits

trait = impatient

trait = cynical

trait = honest

#### #Other Traits

trait = mystic\_1

trait = comfort\_eater

trait = flexible\_leader

sexuality = heterosexual

disallow\_random\_traits = yes

1026.1.1 = {

    birth = yes

    add\_character\_flag = has\_scripted\_appearance

    add\_character\_flag = no\_headgear

```
}
1066.1.1 = {
    employer = 20544 # Somewhere in the Kingdom of Pontus
    effect = {
        add_secret = { type = secret_non_believer }
    }
}
1066.9.16 = {
    death = yes
}
}
```

# QA

```
easteregg_karl_cederslatt = {
    name = "Karl"
    dynasty = vanity_cederslatt
    religion = "catholic"
    culture = "swedish"
    female = no
}
```

#Skills

```
diplomacy = 6
martial = 1
stewardship = 1
intrigue = 6
learning = 2
prowess = 4
```

#Education

```
trait = education_intrigue_1
```

### #Personality Traits

trait = lazy

trait = arrogant

trait = fickle

### #Other Traits

trait = athletic

trait = drunkard

trait = dwarf

sexuality = bisexual

disallow\_random\_traits = yes

1039.3.7 = {

    birth = yes

    effect = {

        add\_character\_flag = no\_drunkard\_visual

    }

}

1066.1.1 = {

    employer = 168643     #Skane

    effect = {

        add\_secret = { type = secret\_non\_believer }

    }

}

1066.9.16 = {

    death = yes

}

}

### # QA

easteregg\_sebastian\_borg = {

name = "Sebastian"

dynasty = vanity\_borg

religion = "catholic"

culture = "swedish"

female = no

#### #Skills

diplomacy = 4

martial = 7

stewardship = 3

intrigue = 2

learning = 4

prowess = 7

#### #Education

trait = education\_martial\_2

#### #Personality Traits

trait = gluttonous

trait = calm

trait = trusting

#### #Other Traits

trait = giant

trait = adventurer

sexuality = heterosexual

disallow\_random\_traits = yes

1036.9.30 = {

    birth = yes

```
}
1066.9.15 = {
    employer = 100525 # Sweden
}
1066.9.16 = {
    death = yes
}
}
```

```
#
https://en.wikipedia.org/wiki/Andriamasinavalona?fbclid=IwAR2ECvdC3a\_\_1B9UIpavqiKv7PBqHq3fCKiyBI10Xf8zKkpWPkegFt3drsM
```

```
easteregg_elisabeth_gangenes = { #Programmer
    name = "Elisabeth"
    dynasty = easteregg_andriamasinavalona
    dna = easteregg_elisabeth_gangenes
    religion = "catholic"
    culture = "norwegian"
    sexuality = homosexual
    health = 8
    female = yes
```

```
# Skills
```

```
#diplomacy = 7
```

```
#martial = 7
```

```
#stewardship = 5
```

```
#intrigue = 5
```

```
#learning = 7
```

```
#prowess = 6
```

```
# Education
```

trait = education\_intrigue\_3

# Personality Traits

trait = cynical

trait = honest

trait = ambitious

# Lifestyle Traits

trait = scholar

# Stresscoping Traits

trait = comfort\_eater

# Physical Traits

trait = shrewd

trait = physique\_bad\_1

disallow\_random\_traits = yes

1036.10.10 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 102568 # Rogaland

    #employer = 100530 # Sweden

    give\_nickname = nick\_the\_silly

```

effect = {
    give_witch_secret_or_trait_effect = yes
    create_artifact = {
        name = easteregg_artifact_elisabeth_plush
        description = easteregg_artifact_elisabeth_plush_description
        history = {
            type = created_before_history
        }
        type = miscellaneous
        visuals = pouch #TODO Replace with foxy visual
        modifier = artifact_stress_gain_1_modifier
        save_scope_as = elisabeth_fox_plush
    }
    scope:elisabeth_fox_plush = {
        add_artifact_modifier =
artifact_owned_hostile_scheme_success_chance_add_1_modifier
        add_artifact_modifier =
artifact_owned_personal_scheme_success_chance_add_1_modifier
        equip_artifact_to_owner = yes
    }
}
move_to_pool = yes
}
1066.9.16 = {
    death = yes
}
}

```

#### # Content Designer

```

easteregg_isabella_welch = {
    name = "Beau"
    dynasty = vanity_welch
}

```



religion = "catholic"  
culture = "anglo\_saxon"  
dna = easteregg\_isabella\_welch  
sexuality = bisexual

#### #Skills & Health

diplomacy = 3  
martial = 2  
stewardship = 3  
intrigue = 5  
learning = 20  
prowess = 0  
health = 7

#### #Education

trait = education\_intrigue\_2

#### #Personality

trait = arbitrary  
trait = arrogant  
trait = ambitious

#### #Other

trait = torturer  
# trait = beauty\_good\_2 # To replace; commented for now  
trait = rakish  
trait = poet

disallow\_random\_traits = yes

1044.01.14 = {  
    birth = yes  
}

1066.9.15 = {

```
    employer = 1316 #with my absolute fave Kaiser Heinrich
    give_nickname = nick_the_cosmic_poet
    effect = {
        add_secret = { type = secret_non_believer }
    }
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}
1066.9.16 = {
    death = yes
}
}
```

# Programmer

```
easteregg_zack_holmgren = {
    name = "Zack"
    dna = easteregg_zack_holmgren
    dynasty = vanity_holmgren
    religion = "norse_pagan"
    culture = "swedish"
    sexuality = heterosexual

    trait = education_intrigue_2
    trait = shrewd
    trait = wrathful
    trait = impatient
    trait = cynical
    trait = compassionate
}
```

diplomacy = 3  
martial = 5  
stewardship = 5  
intrigue = 8  
learning = 8  
prowess = 8

disallow\_random\_traits = yes

```
1036.4.17 = {  
    birth=yes  
    effect = {  
        add_character_flag = has_scripted_appearance  
        add_character_flag = has_scripted_weight  
        add_character_flag = no_headgear  
    }  
}  
  
1066.1.1 = {  
    employer = 20015 #Umeå  
}  
  
1066.9.16 = {  
    death = yes  
}  
}
```

# Content Designer

```
easteregg_claudia_baldassi = {  
    name = "Claudia"  
    dna = easteregg_claudia_baldassi  
    dynasty = vanity_debaldassi  
    religion = "bogomilist"
```

culture = "cisalpine"

female = yes

#### #Skills

diplomacy = 12

martial = 10

stewardship = 4

intrigue = 2

learning = 14

proWess = 6

#### #Education

trait = education\_learning\_3

#### #Personality

trait = honest

trait = gluttonous

trait = greedy

trait = scholar

trait = reclusive

trait = depressed\_1

sexuality = heterosexual

disallow\_random\_traits = yes

1034.7.11 = { birth = yes }

1066.1.1 = {

    employer = 7730      #Monferrato

}

1066.9.16 = {

```
        death = yes
    }
}
```

### #Community Manager

```
easteregg_bjorn_blomberg = {
    name = "BjO_rn"
    dynasty = vanity_blomberg
    religion = "norse_pagan"
    culture = "swedish"
    sexuality = heterosexual

    trait = education_diplomacy_3
    trait = lustful
    trait = calm
    trait = lazy
    trait = lifestyle_herbalist
    trait = confider
    trait = rakish
    # trait = beauty_good_1 # To replace; commented for now

    disallow_random_traits = yes

    diplomacy = 8
    martial = 4
    stewardship = 4
    intrigue = 4
    learning = 8
    prowess = 5

    1025.12.7 = {
```

```
        birth = yes
    }
    1066.1.1 = {
        employer = 100546 #Uppland
    }
    1066.9.16 = {
        death = yes
    }
}
```

#### # Content Designer

```
easteregg_joe_parkin = {
    name = "Joe"
    dna = easteregg_joe_parkin
    dynasty = vanity_parkin
    religion = "catholic"
    culture = "anglo_saxon"
```

#### #Skills

```
diplomacy = 2
martial = 5
stewardship = 3
intrigue = 2
learning = 8
prowess = 2
```

#### #Education

```
trait = education_learning_2
```

#### #Personality

```
trait = lazy
```

trait = shy

trait = cynical

#Other

trait = reclusive

trait = one\_eyed

trait = physique\_bad\_1

trait = dull

sexuality = heterosexual

disallow\_random\_traits = yes

1038.12.4 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = has\_scripted\_weight

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 130 #Kent

    give\_nickname = nick\_monophthalmos

    effect = {

        add\_secret = { type = secret\_non\_believer }

    }

}

1066.9.16 = {

    death = yes

}

}

# QA

easteregg\_krzysztof\_bochenek = {

name = "Krzysztof"

dynasty = vanity\_bochenek

religion = "catholic"

culture = "polish"

female = no

#Skills

diplomacy = 6

intrigue = 5

prowess = 0

#Education

trait = education\_intrigue\_3

#Personality Traits

trait = sadistic

trait = ambitious

trait = lustful

#Other Traits

trait = shrewd

trait = giant

trait = seducer

trait = irritable

trait = incestuous

trait = fornicator

trait = adulterer



```
sexuality = bisexual
disallow_random_traits = yes
```

```
1040.9.24 = {
```

```
    birth = yes
```

```
}
```

```
1066.1.1 = {
```

```
    employer = 20395 #Bytom is owned by the king, so we go to a neighbouring county
instead
```

```
    give_nickname = nick_the_unrestrained
```

```
    effect = {
```

```
        add_secret = { type = secret_deviant }
```

```
    }
```

```
}
```

```
1066.9.16 = {
```

```
    death = yes
```

```
}
```

```
}
```

```
# QA
```

```
easteregg_lukasz_opara = {
```

```
    name = "L_ukasz"
```

```
    dna = easteregg_lukasz_opara
```

```
    dynasty = vanity_opara
```

```
    religion = "slavic_pagan"
```

```
    culture = "polish"
```

```
    female = no
```

```
#Skills
```

```
intrigue = 10
```

```
learning = 8
```

#Education

trait = education\_learning\_3

#Personality Traits

trait = callous

trait = cynical

trait = lustful

#Other Traits

trait = lifestyle\_herbalist

trait = beauty\_bad\_1

trait = reclusive

trait = murderer

trait = flagellant

trait = kinslayer\_3

sexuality = bisexual

disallow\_random\_traits = yes

1040.1.12 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = has\_scripted\_weight

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 20395 #Bytom is owned by the king, so we go to a neighbouring county

instead

```
        give_nickname = nick_priest_eater
        effect = {
            add_secret = { type = secret_cannibal }
        }
    }
1066.9.16 = {
    death = yes
}
}
```

# QA

```
easteregg_mateusz_mierzwa = {
    name = "Mateusz"
    dna = easteregg_mateusz_mierzwa
    dynasty = vanity_mierzwa
    religion = "catholic"
    culture = "polish"
    female = no
```

#Skills

```
diplomacy = 10
```

```
intrigue = 6
```

#Education

```
trait = education_diplomacy_3
```

#Personality Traits

```
trait = lazy
```

```
trait = compassionate
```

```
trait = lustful
```

#Other Traits

trait = shrewd

sexuality = heterosexual

disallow\_random\_traits = yes

1038.1.28 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = has\_scripted\_weight

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 302017 # Poznan

    give\_nickname = nick\_the\_kind

    effect = {

        add\_secret = { type = secret\_incest }

    }

}

1066.9.16 = {

    death = yes

}

}

# QA

easteregg\_natalia\_lechnata = {

    name = "Natalia"

    dna = easteregg\_natalia\_lechnata

    dynasty = vanity\_lechnata

religion = "catholic"

culture = "polish"

female = yes

#### #Skills

diplomacy = 7

learning = 9

#### #Education

trait = education\_learning\_3

#### #Personality Traits

trait = diligent

trait = cynical

trait = paranoid

#### #Other Traits

trait = mystic\_1

trait = one\_eyed

trait = witch

trait = murderer

sexuality = heterosexual

disallow\_random\_traits = yes

1040.2.1 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = has\_scripted\_weight

        add\_character\_flag = no\_headgear

```
    }  
  }  
  1066.1.1 = {  
    employer = 302013 # Krajna  
    give_nickname = nick_the_wary  
  }  
  1066.9.16 = {  
    death = yes  
  }  
}
```

# QA

```
easteregg_natalia_poreba = {  
  name = "Natalia"  
  dna = easteregg_natalia_poreba  
  dynasty = vanity_poreba  
  religion = "catholic"  
  culture = "polish"  
  female = yes
```

#Skills

```
diplomacy = 7
```

```
learning = 10
```

#Education

```
trait = education_learning_3
```

#Personality Traits

```
trait = compassionate
```

```
trait = patient
```

```
trait = arrogant
```

#Other Traits

trait = reclusive

trait = witch

trait = drunkard

trait = comfort\_eater

trait = beauty\_bad\_1

sexuality = bisexual

disallow\_random\_traits = yes

1042.7.28 = {

    birth = yes

    effect = {

        add\_character\_flag = no\_drunkard\_visual

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = has\_scripted\_weight

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 96098 # Sącz

    give\_nickname = nick\_the\_truthseeker

    effect = {

        add\_secret = { type = secret\_cannibal }

    }

}

1066.9.16 = {

    death = yes

}

}

# QA

easteregg\_alexander\_windahl = {

name = "Alexander"

dynasty = vanity\_windahl

religion = "slavic\_pagan"

culture = "polabian"

female = no

#Skills

diplomacy = 3

martial = 2

stewardship = 3

intrigue = 5

learning = 8

prohess = 1

#Education

trait = education\_learning\_3

#Personality Traits

trait = diligent

trait = arbitrary

trait = chaste

#Other Traits

trait = mystic\_1

trait = eunuch

trait = blind

sexuality = heterosexual



disallow\_random\_traits = yes

```
1040.7.17 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = has_scripted_weight
        add_character_flag = no_headgear
    }
}

1066.1.1 = {
    employer = 20584 #Duke Krutoj of Veletia
    give_nickname = nick_the_black_whirlwind
}

1066.9.16 = {
    death = yes
}
}
```

# QA

```
easteregg_struan_mccallum = {
    name = "Struan"
    dna = easteregg_struan_mccallum
    dynasty = vanity_mccallum
    religion = "insular_celtic"
    culture = "gaelic"
    female = no
}
```

#Skills

diplomacy = 6

martial = 8

stewardship = 7

intrigue = 5

learning = 6

prowess = 16

#### #Education

trait = education\_stewardship\_3

#### #Personality Traits

trait = lazy

trait = patient

trait = lustful

#### #Other Traits

trait = shrewd

trait = giant

trait = avaricious

trait = lifestyle\_herbalist

sexuality = heterosexual

disallow\_random\_traits = yes

1035.1.25 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = has\_scripted\_weight

        add\_character\_flag = no\_headgear

    }

}

```
1066.1.1 = {  
    employer = 994 # Atholl  
}  
}
```

# QA

```
easteregg_riad_deneche = {  
    name = "Riad"  
    dna = easteregg_riad_deneche  
    dynasty = vanity_deneche  
    religion = "ashari"  
    culture = "baranis"  
    female = no
```

#Skills

```
diplomacy = 7
```

#Education

```
trait = education_diplomacy_4
```

#Personality Traits

```
trait = forgiving
```

```
trait = honest
```

```
trait = wrathful
```

#Other Traits

```
trait = irritable
```

```
trait = comfort_eater
```

```
sexuality = heterosexual
```

```
disallow_random_traits = yes
```

```
1040.8.4 = {
  birth = yes
  effect = {
    add_character_flag = has_scripted_appearance
    add_character_flag = has_scripted_weight
    add_character_flag = no_headgear
  }
}

1066.1.1 = {
  employer = 155173 # High Chieftom of Zab
}

1066.9.16 = {
  death = yes
}
}
```

# QA

```
easteregg_fenni_johansson = {
  name = "Fenni"
  dna = easteregg_fenni_johansson
  dynasty = vanity_johansson_3
  religion = "catholic"
  culture = "swedish"
  female = yes

  #Skills
  diplomacy = 10
  martial = 0
  stewardship = 8
  intrigue = 2
}
```

learning = 10

prowess = 0

#### #Education

trait = education\_diplomacy\_3

#### #Personality Traits

trait = ambitious

trait = arbitrary

trait = trusting

#### #Other Traits

trait = drunkard

trait = lunatic\_genetic

# trait = beauty\_good\_1 # To replace; commented for now

trait = shrewd

trait = administrator

disallow\_random\_traits = yes

1038.5.13 = {

    birth = yes

    effect = { add\_character\_flag = no\_drunkard\_visual }

}

1066.1.1 = {

    effect = {

        # He knows what he did.

        attempted\_murder\_opinion\_effect = {

            VICTIM = character:easteregg\_jakub\_potapczyk

            MURDERER = character:easteregg\_fenni\_johansson

        }

```
set_relation_rival = { target = character:easteregg_jakub_potapczyk reason =
rival_historical }
    }
}
1066.9.15 = {
    employer = 100525 # Sweden
}
1066.9.16 = {
    death = yes
}
}
```

#### #Content Design

```
easteregg_james_beaumont = {
    name = "James"
    dna = easteregg_james_beaumont_dna
    dynasty = vanity_beaumont
    religion = "insular_celtic"
    culture = "norman"
    #Skills & Health
    health = 7
    prowess = 10
    #Personality
    trait = compassionate
    trait = gluttonous
    trait = brave
    #Other
    trait = deviant
    trait = rough_terrain_expert
    trait = strong
}
```

sexuality = homosexual

#disallow\_random\_traits = yes

1040.2.10 = {

    birth = yes

}

1066.1.1 = {

    # Sheffield

    employer = 5660

    give\_nickname = nick\_blue\_lion

    move\_to\_pool = yes

    effect = {

        # Send me to some island place

        if = {

            limit = { has\_dlc\_feature = royal\_court }

            create\_inspiration = adventure\_inspiration

        }

        # Jag ar Svensk jaha

        learn\_language = language\_norse

        learn\_language = language\_anglic

        change\_current\_weight = 100

    }

}

1066.9.16 = {

    death = yes

}

}

# Programmer

easteregg\_bahar\_shefket = {

name = "Bahar"  
dna = easteregg\_bahar\_shefket  
dynasty = vanity\_shefket  
religion = "ashari"  
culture = "turkish"  
sexuality = bisexual  
female = yes

trait = education\_learning\_3

trait = lazy  
trait = humble  
trait = just

trait = scholar

trait = depressed\_1

diplomacy = 4  
martial = 8  
stewardship = 10  
intrigue = 6  
learning = 15  
prowess = 5

disallow\_random\_traits = yes

1033.09.21 = {  
    birth=yes  
    effect = {  
        add\_character\_flag = has\_scripted\_appearance



```
        add_character_flag = no_headgear
    }
}

1066.1.1 = {
    employer = 302629 #Mangyshlak
}

1066.9.16 = {
    death = "1066.9.16"
}
}
```

```
easteregg_ola_jentzsch = { # Content Design
```

```
    name = "Ola"
```

```
    dna = easteregg_ola_jentzsch
```

```
    dynasty = vanity_af_brantevik
```

```
    religion = "catholic"
```

```
    culture = "norse"
```

```
    sexuality = heterosexual
```

```
    female = no
```

```
    trait = education_learning_3
```

```
    trait = craven
```

```
    trait = forgiving
```

```
    trait = gregarious
```

```
    trait = devoted
```

```
    trait = scholar
```

trait = comfort\_eater

trait = journaller

trait = deviant

trait = poet

trait = pilgrim

trait = mystic\_1

trait = wild\_oat

diplomacy = 8

martial = 4

stewardship = 10

intrigue = 8

learning = 3

proWess = 4

disallow\_random\_traits = yes

1027.01.25 = {

    birth=yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

    }

}

1055.1.4 = {

    effect = {

        set\_character\_faith = faith:mahayana

        learn\_language\_of\_culture = culture:tangut

        learn\_language\_of\_culture = culture:han

        learn\_language\_of\_culture = culture:persian

        add\_character\_modifier = {

```

        modifier = cosmic_insights_modifier
        days = 3650
    }
}

1066.1.1 = {
    employer = 206651 #the king of Western Xia
}

1066.9.16 = {
    death = {
        death_reason = death_literalist_debate
    }
}
}
}

```

```

easteregg_hugo_cortell = { # Content Designer, Paradox Thalassic. Olympic-level script commentor.

```

```

    name = "Hugo"

```

```

    dna = easteregg_hugo_cortell # (Notice: I am *much* uglier in person)

```

```

    dynasty = vanity_cortell

```

```

    religion = "catholic" # Buddhism would have been cool too

```

```

    culture = "catalan"

```

```

    # Epic Designer Skills

```

```

    diplomacy = 7 # I can start arguments, but winning them is an different matter

```

```

    martial = 7 # Every game designer knows how to besiege a napoleonic bastion fort... right?

```

```

    stewardship = 3 # Today's generation does not understand the value of money

```

```

    intrigue = 7 # This one is hard to justify to be honest... or is it?

```

```

    learning = 5 # I love learning, but never actually learn anything

```

```

    prowess = 2 # I have the combat capabilities of a very threatening desk lamp

```

# "Education"

trait = education\_stewardship\_1 # In another life, I might have learnt business

# Questionable Personality

trait = ambitious # Can never seem to have enough

trait = arbitrary # Can never seem to decide what is enough

trait = paranoid # Can never seem to trust having enough

# Concerning Additions

trait = lunatic\_genetic # Look at my events and tell me this is not warranted

trait = military\_engineer # I am not legally obliged to elaborate further

trait = physician\_1 # I can perform the first half of an amputation procedure

trait = adventurer # I've travelled half the world, but just want to stay put

sexuality = heterosexual

disallow\_random\_traits = yes

1047.5.5 = {

birth = yes

effect = {

add\_character\_flag = has\_scripted\_appearance

add\_character\_flag = no\_headgear # Goodbye sombrero, you will be missed

add\_secret = { type = secret\_deviant } # Can be added as trait, but secret has more gameplay value

}

}

1066.1.1 = { # By game start, I am of the age at which I started working (and I am now)

employer = andalusian0059 # Starting back at home

```

        effect = {
            remove_short_term_gold = { 4 46 }
            if = { # Book condemning the immorality of board games and their harmful
effects on the youth
                limit = { has_dlc_feature = royal_court } # Source: I made it up
                create_inspiration = book_inspiration
            }
        }
    }
}
1066.9.16 = {
    death = { death_reason = death_beaten_by_mob }
}
}

```

## # Content Design

```

easteregg_alexander_newcombe = {
    name = "Alexander"
    dna = easteregg_alexander_newcombe_dna
    dynasty = vanity_newcombe
    religion = "mozarabic_church"
    culture = "anglo_saxon"
}

```

## #Skills & Health

### #Education

## Newkie didn't give himself an education but we know him to be a creature of learning and renown - ECC.

```

trait = education_learning_4

```

### #Personality

```

trait = wrathful

```

trait = generous

trait = just

# Coping

trait = confider

sexuality = bisexual

1030.12.19 = {

    birth = yes

}

1066.1.1 = {

    employer = 3934 # Emir al-Muqtadir of Zaragoza

    learn\_language = language\_arabic

}

1066.9.16 = {

    death = yes

}

}

# Character Artist

easteregg\_elena\_zenko = {

    name = "HelenE\_"

    dynasty = vanity\_zenko

    dna = easteregg\_elena\_zenko

    religion = "slavic\_pagan"

    culture = "russian"

    female = yes

#Skills

diplomacy = 5  
martial = 2  
stewardship = 2  
intrigue = 12  
learning = 10  
prowess = 0

#### #Education

trait = education\_stewardship\_4

#### #Personality Traits

trait = deceitful  
trait = calm  
trait = cynical

#### #Other Traits

trait = schemer  
trait = irritable  
trait = possessed\_1  
trait = shrewd  
trait = murderer  
# trait = beauty\_good\_1 # To replace; commented for now

sexuality = bisexual  
disallow\_random\_traits = yes

1038.5.17 = {  
    birth = yes  
    effect = {  
        add\_character\_flag = has\_scripted\_appearance

```
        add_character_flag = no_headgear
    }
}
1066.1.1 = {
    employer = 302180 #Lviv

    effect = {
        add_secret = {
            type = secret_witch
        }
    }
}
1066.9.16 = {
    death = yes
}
}
```

### # 3D Environment Artist

```
easteregg_stina_arvidsson_radestig = {
    name = "Stina"
    dna = easteregg_stina_arvidsson_radestig
    dynasty = vanity_arvidsson_radestig
    martial = 6
    diplomacy = 10
    intrigue = 5
    stewardship = 5
    learning = 9
    prowess = 4

    religion = "norse_pagan"
    culture = "swedish"
```



sexuality = heterosexual  
disallow\_random\_traits = yes  
female = yes

trait = education\_learning\_3  
trait = humble  
trait = shy  
trait = impatient  
trait = adventurer  
trait = athletic  
trait = architect  
trait = mystic\_1  
trait = reveler\_1  
trait = wild\_oat

```
1040.4.14 = {  
    birth = "1040.4.14"  
    effect = {  
        add_character_flag = has_scripted_appearance  
        add_character_flag = has_scripted_weight  
    }  
}
```

```
1066.1.1 = {  
    employer = 242505  
}
```

```
1066.9.16 = {  
    death = { death_reason = death_flight_attempt }  
}
```

```
}
```

```
easteregg_sandra_runge_moller = { #QA
```

name = "Sandra"  
dynasty = vanity\_runge\_moller  
dna = easteregg\_sandra\_runge\_moller  
religion = "catholic"  
culture = "danish"  
female = yes

#### #Skills

diplomacy = 8  
martial = 3  
stewardship = 8  
intrigue = 5  
learning = 7  
prowess = 0

#### #Education

trait = education\_stewardship\_3

#### #Personality Traits

trait = content  
trait = compassionate  
trait = stubborn

#### #Other Traits

trait = poet  
trait = comfort\_eater

sexuality = bisexual  
disallow\_random\_traits = yes

```
1037.10.11 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}

1065.1.1 = {
    employer = 168643

    effect = {
        add_secret = { type = secret_non_believer }
        learn_language_of_culture = culture:anglo_saxon
    }
}

1066.1.1 = {
    move_to_pool = yes
}

1066.9.16 = {
    death = yes
}
}
```

```
easteregg_stella_carrick = {
    name = "Stella"
    dna = easteregg_stella_carrick_dna
    dynasty = vanity_carrick
    religion = "catholic"
    culture = "scottish"
    female = yes
}
```

#Education

trait = education\_intrigue\_3

#Personality

trait = impatient

trait = diligent

trait = ambitious

#Other

trait = confider

trait = family\_first

trait = shrewd

sexuality = heterosexual

disallow\_random\_traits = yes

1045.8.5 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = has\_scripted\_weight

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 984 # King Malcolm 3 of Scotland

}

```
1066.9.16 = {  
    death = yes  
}  
}
```

#### # Concept Artist

```
easteregg_alessandro_bragalini = {  
    name = "Alessandro"  
    dna = easteregg_alessandro_bragalini  
    dynasty = vanity_bragalini  
    religion = "catholic"  
    culture = "greek"
```

#### #Skills

```
diplomacy = 3  
martial = 8  
stewardship = 4  
intrigue = 6  
learning = 7  
prowess = 6
```

#### #Education

```
trait = education_martial_3
```

#### #Personality Traits

```
trait = diligent  
trait = cynical  
trait = vengeful
```

#### #Other Traits

```
trait = blademaster_2
```

sexuality = heterosexual

disallow\_random\_traits = yes

1027.7.17 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.9.15 = {

    employer = cisalpine0661

}

1066.9.16 = {

    death = yes

}

}

# User Researcher

easteregg\_jenny\_wickman = {

    name = "Jenny"

    dynasty = vanity\_wickman

    religion = "catholic"

    culture = "swedish"

    female = yes

#Skills

    diplomacy = 8

    martial = 6

    stewardship = 2

intrigue = 4

learning = 8

prowess = 9

#### #Education

trait = education\_diplomacy\_3

#### #Personality Traits

trait = gregarious

trait = gluttonous

trait = diligent

#### #Other Traits

trait = comfort\_eater

trait = mystic\_3

trait = lunatic\_1

sexuality = bisexual

disallow\_random\_traits = yes

1037.6.1 = {

    birth = yes

}

1066.1.1 = {

    give\_nickname = nick\_the\_mountain\_dweller

}

1066.9.15 = {

    employer = 100525 # Sweden

}

1066.9.16 = {

    death = yes

```
}  
}
```

# 2D UI Artist

```
easteregg_jon_astrup_hallkvist = {
```

```
    name = "Jon"
```

```
    dna = easteregg_jon_astrup_hallkvist
```

```
    dynasty = vanity_astrup_hallkvist
```

```
    religion = "catholic"
```

```
    culture = "norse"
```

```
    female = no
```

```
    #Skills
```

```
    diplomacy = 6
```

```
    martial = 5
```

```
    stewardship = 11
```

```
    intrigue = 5
```

```
    learning = 8
```

```
    prowess = 5
```

```
    #Education
```

```
    trait = education_stewardship_3
```

```
    #Personality Traits
```

```
    trait = honest
```

```
    trait = stubborn
```

```
    trait = generous
```

```
    #Other Traits
```

```
    trait = reveler_1
```

```
    trait = organizer
```



```
sexuality = heterosexual
disallow_random_traits = yes
```

```
1034.8.9 = {
    birth = yes
    effect = {
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}
```

```
1066.9.15 = {
    employer = 100525 # Sweden
}
```

```
1066.9.16 = {
    death = yes
}
```

```
}
```

```
easteregg_maxence_voleau = { # Game Director
```

```
    name = "Maxentius"
    dynasty = vanity_voleau
    dna = easteregg_maxence_voleau
    religion = "catholic"
    culture = "breton"
```

```
#Skills
```

```
diplomacy = 15
```

```
martial = 5
```

```
stewardship = 18
```

```
intrigue = 0
```

learning = 16

prowess = 2

#### #Education

trait = education\_stewardship\_4

#### #Personality Traits

trait = compassionate

trait = honest

trait = generous

#### #Other Traits

trait = reveler\_2

trait = drunkard

trait = lisp

trait = profligate

sexuality = heterosexual

disallow\_random\_traits = yes

1032.5.17 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 178 #Hoël nab Judhael of Cornouaille

}

```
1066.9.16 = {  
    death = yes  
}  
}
```

```
easteregg_fei_berg_hulthen = { # Technical Animator
```

```
    name = "Fei"
```

```
    dna = easteregg_fei_berg_hulthen
```

```
    dynasty = vanity_berg_hulthen
```

```
    religion = "norse_pagan"
```

```
    culture = "swedish"
```

```
    sexuality = bisexual
```

```
    female = no
```

```
    # Education
```

```
    trait = education_learning_2
```

```
    # Personality
```

```
    trait = chaste
```

```
    trait = diligent
```

```
    trait = ambitious
```

```
    trait = patient
```

```
    # Other Traits
```

```
    trait = shrewd
```

```
    trait = depressed_1
```

```
    trait = legitimized_bastard
```

```
    diplomacy = 7
```

```
    martial = 4
```

```
    stewardship = 6
```

intrigue = 5

learning = 9

prowess = 0

disallow\_random\_traits = yes

1044.12.2 = {

    birth = yes

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = has\_scripted\_weight

        add\_character\_flag = no\_headgear

    }

}

1066.1.1 = {

    employer = 34156 # Denmark, to be Sweden

    effect = {

        add\_secret = { type = secret\_deviant }

        add\_secret = { type = secret\_non\_believer }

    }

}

1066.9.16 = {

    death = yes

}

}

# Game Design

easteregg\_chad\_uhl = {

    name = "Chad"

dna = easteregg\_chad\_uhl

#dynasty = vanity\_uhl

religion = "catholic"

culture = "saxon"

#Skills

intrigue = 10

#Education

trait = education\_intrigue\_2

#Personality

trait = diligent

trait = deceitful

trait = stubborn

trait = scholar

trait = shrewd

trait = profligate

trait = disfigured

sexuality = bisexual

disallow\_random\_traits = yes

1039.2.16 = { birth = yes }

1066.1.1 = {

    employer = 112600     #Bavaria

    effect = {

        learn\_language = language\_latin

        learn\_language = language\_greek

        learn\_language = language\_norse

add\_character\_flag = has\_scripted\_appearance

add\_secret = { type = secret\_non\_believer }

create\_artifact = {

name = easteregg\_artifact\_chad\_book

description = easteregg\_artifact\_chad\_book\_description

history = {

type = created\_before\_history

}

type = miscellaneous

visuals = book

modifier = artifact\_monthly\_piety\_gain\_mult\_6\_modifier

save\_scope\_as = chad\_book

}

scope:chad\_book = {

add\_artifact\_modifier = artifact\_same\_faith\_opinion\_4\_modifier

equip\_artifact\_to\_owner = yes

}

random\_dummy\_gender\_effect = yes

create\_artifact\_weapon\_effect = {

OWNER = this

CREATOR = scope:dummy\_gender

SET\_WEAPON\_TYPE = flag:artifact\_weapon\_type\_dagger

}

scope:newly\_created\_artifact = {

set\_artifact\_name = easteregg\_artifact\_chad\_dagger

set\_artifact\_description =

easteregg\_artifact\_chad\_dagger\_description

add\_artifact\_modifier =

artifact\_owned\_personal\_scheme\_success\_chance\_add\_12\_modifier

```
        add_artifact_modifier =
artifact_personal_scheme_power_add_12_modifier
        equip_artifact_to_owner = yes
    }
}
}
1066.9.16 = {
    death = yes
}
}
```

#### # Game Designer

```
easteregg_jason_cantalini = {
    name = "Giasone"
    dna = easteregg_jason_cantalini_dna
    dynasty = vanity_cantalini
    religion = "catholic"
    culture = "italian"
```

#### #Skills

```
diplomacy = 4
martial = 13
stewardship = 4
intrigue = 12
learning = 5
prowess = 16
```

#### # Fertility added to replace the removal of fecund

```
fertility = 1.1
```

## #Education

trait = education\_intrigue\_1

## #Personality

trait = trusting

trait = gregarious

trait = lustful

trait = loyal

trait = depressed\_genetic

trait = physique\_bad\_1

trait = seducer

sexuality = heterosexual

disallow\_random\_traits = yes

1039.11.19 = { birth = yes }

1066.1.1 = {

    employer = 7804

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

        create\_artifact = {

            name = easteregg\_artifact\_jason\_sword

            description = easteregg\_artifact\_jason\_sword\_description

            history = {

                type = created\_before\_history

            }

            type = sword

            visuals = sword



```
        modifier = artifact_personal_scheme_power_add_10_modifier
        save_scope_as = jason_sword
    }
    scope:jason_sword = {
        add_artifact_modifier =
artifact_owned_personal_scheme_success_chance_add_5_modifier
        equip_artifact_to_owner = yes
    }
}
}
1066.9.16 = {
    death = yes
}
}
```

# QA

```
easteregg_fabian_franzen = {
    name = "Fabian"
    dna = easteregg_fabian_franzen_dna
    dynasty = vanity_mellosso
    religion = "catholic"
    culture = "cisalpine"
```

#Skills

```
diplomacy = 7
martial = 7
stewardship = 5
intrigue = 2
learning = 14
prowess = 17
```

#Education

trait = education\_learning\_3

#Personality

trait = diligent

trait = compassionate

trait = ambitious

trait = reclusive

trait = depressed\_1

sexuality = heterosexual

disallow\_random\_traits = yes

1043.9.24 = { birth = yes }

1066.1.1 = {

    employer = 20352

}

1066.9.16 = {

    death = yes

}

}

# Game Designer

easteregg\_veronica\_pazos = {

    name = "Veronica"

    dna = easteregg\_veronica\_pazos\_dna

    dynasty = vanity\_pazos

    religion = "catholic"

    culture = "galician"

female = yes

#Skills

#She demanded her skills be improved from what she first said

#So this is the second iteration

diplomacy = 6

martial = 3

stewardship = 5

intrigue = 2

learning = 10

prowess = 1

#Education

trait = education\_learning\_4

#Personality

trait = lazy

trait = content

trait = zealous

#Other

trait = irritable

trait = comfort\_eater

trait = scholar

trait = weak

sexuality = heterosexual

disallow\_random\_traits = yes

1039.4.20 = {

```

        birth = yes
    }
    1066.1.1 = {
        employer = 109500 #Galicia

        effect = {
            add_secret = { type = secret_cannibal }
            add_character_flag = no_headgear
            add_character_flag = has_scripted_appearance

            create_artifact = {
                name = easteregg_artifact_veronica_book
                description = easteregg_artifact_veronica_book_description
                history = {
                    type = created_before_history
                }
                type = miscellaneous
                visuals = book
                wealth = 80
                quality = 80
                modifier = artifact_general_opinion_1_modifier
                save_scope_as = veronica_vanity_book
            }

            scope:veronica_vanity_book = {
                add_artifact_modifier = artifact_health_penalty_1_modifier
                add_artifact_modifier =
artifact_monthly_learning_lifestyle_xp_1_modifier
                add_artifact_modifier =
artifact_courting_scheme_power_add_1_modifier
                add_artifact_modifier =
artifact_attraction_opinion_negative_1_modifier
                equip_artifact_to_owner = yes
            }
        }
    }

```

```
    }
  }
}
1066.9.16 = {
    death = yes
}
}
```

#### # 2D Artist

```
easteregg_weronika_kowalczyk = {
    name = "Weronika"
    dna = easteregg_weronika_kowalczyk_dna
    dynasty = vanity_kowalczyk
    religion = "catholic"
    culture = "swedish"
```

```
female = yes
```

#### #Skills

```
diplomacy = 8
martial = 5
stewardship = 7
intrigue = 5
learning = 7
prowess = 5
```

#### #Education

```
trait = education_diplomacy_1
```

#### #Personality

```
trait = cynical
```

trait = temperate

trait = just

#Other

trait = depressed\_1

trait = inappetetic

trait = shrewd

sexuality = bisexual

disallow\_random\_traits = yes

1043.4.20 = {

    birth = yes

}

1066.1.1 = {

    employer = 34156 #Skane

    effect = {

        add\_secret = { type = secret\_cannibal }

    }

}

1066.9.16 = {

    death = yes

}

}

# PMM

easteregg\_jakob\_jorstedt = {

    name = "Jakob"

    dna = easteregg\_jakob\_jorstedt\_dna

    dynasty = vanity\_jorstedt

religion = "catholic"

culture = "swedish"

#### #Skills

diplomacy = 3

martial = 1

stewardship = 8

intrigue = 5

learning = 6

prowess = 13

#### #Education

trait = education\_stewardship\_2

#### #Personality

trait = diligent

trait = ambitious

trait = cynical

#### #Other

trait = seducer

trait = whole\_of\_body

sexuality = heterosexual

disallow\_random\_traits = yes

1043.4.20 = {

    birth = yes

}

1066.1.1 = {

```
    employer = 100546 #Uppland
    effect = {
        add_secret = { type = secret_deviant }
        add_character_flag = has_scripted_appearance
        add_character_flag = no_headgear
    }
}
1066.9.16 = {
    death = yes
}
}
```

#### # Producer

```
easteregg_tess_lindholm = {
    name = "Tess"
    dna = easteregg_tess_lindholm_dna
    dynasty = vanity_matsdotter
    religion = "norse_pagan"
    culture = "swedish"
    female = yes
}
```

#### #Skills

```
diplomacy = 7
martial = 6
stewardship = 7
intrigue = 9
learning = 10
prowess = 5
```

#### #Education

```
trait = education_intrigue_3
```



#Personality

trait = impatient

trait = ambitious

trait = gregarious

#Other

trait = mystic\_2

trait = witch

trait = shrewd

sexuality = heterosexual

disallow\_random\_traits = yes

1036.7.29 = {

    birth = yes

}

1066.9.15 = {

    employer = 100525 #Västergötland

    effect = {

        add\_character\_flag = has\_scripted\_appearance

        add\_character\_flag = no\_headgear

    }

}

1066.9.16 = {

    death = yes