I'm not a bot



Ck3 succession guide

Succession rules vary across different laws and doctrines, affecting who inherits titles, gold, men-at-arms, and artifacts upon the death or abdication of a ruler. If a character expects to inherit a title from a ruler, they are considered that ruler's heir, with primary heirs inheriting their primary title. The player heir denotes the character who will continue playing as when succession occurs, unless belonging to a different dynasty. Certain traits can disinherit their owner and descendants, while gender laws determine eligibility for inheritance. Heir receives titles, usually lower than their own de jure titles. Importantly, no more titles are received after this step. All kingdoms go to the oldest child with fewer titles. If a non-primary heir gets titles, they also get lower titles. The same rule applies to all duchies and counties, with the oldest child getting priority and non-primary heirs getting lower titles as well. If a deceased child has descendants, their primary heir will take over during succession. Primary heirs must vassalise other heirs unless their rank is equal. If an heir held titles before succession, those are considered as well if they were the predecessor's direct vassal. There may be exceptions if another heir already holds land in a title that someone else would inherit. Partition and high partition work similarly to regular succession but with new titles being created automatically at no cost beforehand or the primary heir taking half of each step's titles, rounding up to the nearest whole number. Some titles have their own succession laws, which can be elected based on certain ranks, cultures, or government types. If a title has its own law, its de facto capital is not inherited and goes to whoever would be the primary heir according to realm succession. During partition, eligible children are given claims on titles they didn't inherit or vassalise. If the parent held pressed claims, unpressed claims are inherited instead. Unpressed claims can revert to their former status if pressed in a war. In medieval societies, succession laws determine how power and titles are passed down through generations. The primary heir typically inherits all gold, men-at-arms, and artifacts upon succession. The legitimacy of a ruler can be affected by various factors, including whether they were landed or unlanded at the time of abdication. If an heir was landed, their legitimacy increases by 25%. Unlanded heirs receive a more significant boost based on birth order and gender, with negligible loss for first children of preferred gender. Abdication allows a ruler to renounce all titles, triggering a succession process. This can occur through losing a tyranny war or a level 3 stress mental break, resulting in a loss of -500 Prestige but gaining Pressed claims on former titles. Newly landed characters receive men-at-arms at no cost, with the number increasing based on their income. Partition succession rules out granting titles to other heirs who expect them, whereas the primary heir inherits all holding within the capital county. Cultural Innovations can influence advanced succession laws, such as the House Seniority law for Czech or Slovien culture, and the High Partition Law for Aragonese, Basque, and Catalan cultures. These innovations allow characters to enact specific laws at Crown Authorities. The display order of titles is determined by their rank, with the primary title always coming first. Feudal rulers can consider adding "Feudal Elective" succession to their primary title if they are at risk of the realm splitting due to Confederate Partition. Dynasty heads can disinherit dynasty members at the cost of Renown and Prestige, while children tend to be loyal vassals towards their parents, receiving a significant opinion bonus upon succession. Each landed dynasty member generates renown, and as the dynasty head, one retains control over these rulers, allowing for strategic decisions such as calling them to war. Given article text here The concept of succession in Crusader Kings 3 is a crucial aspect of the game, allowing players to manage their kingdom's fate after their untimely death. The system offers various types of succession, each with its own mechanics and requirements. Understanding these different forms of succession is essential for navigating the complexities of the game. To begin, players can access the "Succession" area within the "Realm" tab, where they can modify the method of succession for 500 prestige, provided their powerful vassals approve. It's crucial to avoid allowing secondary heirs to become powerful vassals, as this could prevent them from blocking changes that would cost them territory after the player's death. There are three primary forms of succession: Confederate Partition, Hereditary Rule, and Feudal/Clan. The default form of Confederate Partition splits the realm among all eligible children, granting the Player Heir direct titles beneath the capital. However, this often means only the capital and its county will be inherited by the heir, with the rest divided evenly among other children. Confederate Partition creates new titles for children that wouldn't otherwise inherit anything, potentially leading to a fragmented realm upon an expansionist ruler's death. This form is typically avoided, especially in ideal starts that allow players to bypass it entirely. Hereditary Rule, unlocked by the Hereditary Rule tradition, distributes land evenly among children but doesn't create new titles. Players have two options when holding Duchy-or-larger sizes of land: either divide them or sell them. The main difference between this and Confederate Partition is that it avoids creating unnecessary titles. Understanding these succession mechanics is vital for managing your kingdom effectively in Crusader Kings 3. By grasping the intricacies of each type of succession, players can make informed decisions about their realm's future and navigate the game's complexities with confidence. When choosing the "Table of Princes" tradition in Crusader Kings III, players can opt for titles that divide their realm among multiple eligible children, potentially losing tax revenue. Alternatively, they can create the titles and use cunning methods to consolidate them into their most eligible heir. This succession law is facilitated by the Heraldry tradition and offers a more efficient method of partitioning the nation, ensuring the primary heir receives at least half of the titles. The resulting power balance between heirs allows for a stronger next character while still allowing the house to spread across the realm. In the future, players will have the opportunity to bypass internal conflicts between heirs by directly passing land to one heir. Additionally, they can select a "Designated Heir" if they've maxed out their "Crown Authority," potentially allowing them to pass over some children in favor of their best child. However, these systems also raise the possibility that an unsuitable heir takes control of the entire realm. If this occurs with an unpopular, unskilled, or unfit heir, it may be better to temporarily divide the realm among children. The "Heraldry" tradition unlocks the single-heir system, which is superior when the oldest members of the house are young or if the current ruler has no viable children. This law can be used when cultivating a strong house that won't stab its leader in the back for power. Later, players will unlock two more single-heir systems: "Primogeniture" and "Ultimogeniture." The former passes the entire realm to the youngest eligible child, while the latter goes to the oldest. While this simplifies inheritance management, it can result in a series of older rulers taking charge and potentially shortening reigns. To mitigate this, players can disinherit unqualified or too-old children. The "Primogeniture" law under the same tradition gives the entire realm to the primary heir, typically a more experienced child. This works well if players have built a culture with health bonuses that allow rulers to live into their 80s or 90s, as it will let them pass the realm to a younger, healthier ruler. Playing the game with a single character can extend gameplay significantly but also increases the risk of having the intended heir murdered by jealous siblings or being succeeded by a new child before dying, requiring management as a young ruler for an extended period. Another way to manage succession is through elective laws, which are beneficial for consolidating power early on when controlling multiple kingdoms. However, it's crucial to be cautious with elections since there's a chance of losing the capital stronghold and built structures if the selected heir differs from the chosen election method. Adding elective laws allows choosing "add laws" at the bottom of the title menu for 1500 prestige, though this choice is limited by culture, with Feudal Elective available to all feudalized cultures. Savvy players often apply these electives to one or two duchies they want their main character to control throughout the game. The Feudal Elective allows the ruler and direct vassals to put forward candidates, with voting strength determined by voter rank. This election type is unique to cultures that take on "The Witenagemot" cultural tradition, applying only to Kingdom or Empire titles and having a wider pool of applicants than other elections. Scandinavian-style election laws are present in many Nordic realms following the Ting-Meet cultural tradition, with eligible heirs including the non-criminal extended family and claimants. Voters gain power based on total domain development and popular opinion in their capital barony. The elective system is exclusive to cultures with a Brythonic or Goidelic heritage like Scotland, Ireland, Wales, or Brittany. Candidates are chosen from among members of the ruler's dynasty, with more obscure relatives being weighed more heavily due to multiple houses vying for power. Lastly, the Holy Roman Empire has its own unique election form, where only certain vassals can vote, specifically "the counties of Cologne, Mainz, and Trier, and the duchies of Bohemia, East Franconia, Ostfalen, and Ostmark." If any of these fall from Catholicism, they lose their voting rights. Even with precautions, managing holdings after a ruler's death is crucial as new rulers often struggle to prove themselves. In Crusader Kings III, rulers often face challenges from their own family members vying for power. One strategy to maintain control is to have your most capable children take over, thus eliminating weaker heirs who might pose a threat. Although direct murder isn't an option, you can still influence events to lead to the demise of unwanted relatives. Sending male heirs or troublesome vassals to join the army can be a viable tactic, as they'll likely face perilous battles and potentially meet their end. During crusades, which are often marked by heavy casualties, it's an ideal time to eliminate weak family members. Alternatively, you can use piety and possibly a hook to convert your children into monks or nuns, thus removing them from the line of succession. This approach not only strengthens relationships with the Pope but also opens up possibilities for your lineage to rise through the church ranks, potentially even becoming the next Pope. In extreme cases, simply removing children from the line of succession using Prestige and Renown can be effective, although this method is expensive and should be used sparingly to avoid weakening your dynasty over time. By employing these strategies, you'll be well on your way to maintaining control and ensuring a stable future for your empire. Our privacy policy outlines how we handle your personal data.

Ck3 tribal succession guide. Ck3 succession tips. Crusader kings 3 навыки. Ck3 partition succession guide. Ck3 how does succession work. Crusader kings 3 советы. Crusader kings 3 прокачка. Ck3 best succession laws. Crusader kings iii гайд. Ck3 succession explained. Ck3 elective succession guide.