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Edit Comments Share READERS' NOTE: Please be sure to read the comments below, especially the comment from March 30, 2013 on Kmarple1 (thanks!) It is likely that the DNA and inheritance information on this page of the wiki is completely incorrect, but for whatever reason the author does not update it (and given that the errors were listed 2-3 years ago, probably never will be). I don't want to change it myself because I'm personally not 100.00% sure it's wrong, but I also think it's important that this divergence of opinion will be more noticeably displayed than just buried in the comments section! Your children are extremely important, as one of them tends to take over after your death. To facilitate continuity and subsequent rule, you want to prepare your potential heirs to the throne. One important way to prepare an heir to the throne is to make the right decisions before it was conceived. Since much of the game's birth system seems to be hard coding, more of this batch will be based on personal experience than usual rather than on the game files themselves. I'll go into how breeding works and what you can do to affect it. The basics of breeding Depending on your and your spouse's fertility, you are more or less likely to have children. Two months after conception, you will be notified. A baby will be born in about seven months. In fact, everything is decided at birth, not conception; your child's gender and hereditary traits. Gender is a simple split of 50 to 50. Hereditary traits, however, seem a little more complicated. As the code for hereditary traits seems to be in .exe itself, exactly how it works is not something I can learn. I can, however, base it on personal experience. From what I can tell, hereditary traits are based on only two factors: the hereditary traits of parents, and how similar their genetic material is. DNA from the save files we can know that every character in the game has the meaning of DNA attributed to them. Further research shows that the character's DNA is based on a combination of their father and mother, with a small degree of mutation. For example, the values of DNA dgfhbhhieeh and jgagicckmi combined to create dgfgbceppi, taking the first, second, third, fifth, sixth and ninth letter from the father, and the rest, except for the 10th from the mother. It can also be assumed that negative hereditary traits become more common as more letters of DNA strings are common, while positive traits become less common. It is probably graded through a kind of scoring system as innate traits don't matter to them for their effects. It can be assumed that the worst of congenital traits become common only when many letters of DNA are common, while the most positive traits are at the other end of the spectrum. Because each character has eleven letters of letters DNA, it is reasonable to assume that five are taken from the father, five from the mother, and one is random. From save files we can also see that no letter is higher than the p used; There are 16 characters to use. Because of this it is unlikely that any random character will have more than one or two characters in common with you, and based on this, one common character probably has little or no punishment. In this way, we can calculate how far away from you in your dashing tree is only one symbol that will be shared. As the five characters are inherited by each generation of 11, we thus get three divisions before most characters share just one letter with you. As such I would recommend at least four degrees of separation whenever breeding in your league tree. Thus, if you divide grandparents (2 degrees of separation each way, a total of 4), for example, marriage is unlikely to negatively affect any children you might have. Congenital traits there are several congenital traits. They seem to have inherited about 50% of the time, and it is likely that the presence of one prevents its opposites from submission due to inbreeding. Below I've compiled a list of takes from about the worst to the best. Negative: Imbecile: -8 by all indicators, -10 opinion with all vassals, -30 opinion with anyone of the opposite sex. Against the slow, fast and ingenious Inbred: -5 to all signs, -30% fertility, -1.5 health, -20 opinion with all vassals, -30 opinion with anyone of the opposite sex Slow: -3 to all signs. Against imbecile, fast, and genius syphilitic: -1 by all indicators -2 health, -20% fertility, -30 opinion with anyone of the opposite sex Weak: -1 fighting, -1 health, -5% fertility, -10 opinion with all vassals, -10 opinion with someone of the opposite sex. Against the strong Hunchback: -1 combative, -5 opinion with all vassals, -30 opinion with anyone from the opposite sex gnomes: -1 combat, -30 opinion with someone of the opposite sex Ugly: -1 diplomacy, -20 opinion with anyone of the opposite sex. Against fair Clubfooted: -1 combative, -10 opinion with anyone from the opposite sex Harelip: -1 diplomacy, -10 opinion with anyone of the opposite sex Lisp: -1 diplomacy, -5 opinion with anyone from the opposite sex Stutter: -1 Diplomacy Positive: Fair: No 1 Diplomacy, No 30 opinion with anyone of the opposite sex. Against the Ugly Strong: No 1 Diplomacy, No 2 Fighting, No 2 Health, 10% Fertility, 10 Pounds Opinion with All Vassals (No 20 with Tribal), 10 Pounds Opinion with Anyone of the Opposite Sex. Vs Weak Fast: No.3 for all the traits. Against imbecile, slow, and genius Genius: No. 5 for all traits, No 5 opinion with all vassals vs imbecile, and quickly, as positive traits are quite rare, you have to get out of your way to get them. With a bit of luck they may end up staying in your family for a long time. It may even be worth breaking the 4 degree separation rule for strong or Genius. Genius, I would recommend still holding at least two degrees of separation, preferably three. On the other hand, you should avoid negative congenital signs when possible, especially worse. With a bit of bad luck they may end up haunting your family for future generations. Also, if you somehow end up with one of them it would be a good idea if possible to marry someone with a positive trait against it, as it probably reduces the chances of your heir having it. Resume Make the right decisions even before your heir is born and you'll have an easier time when he takes over. My advice is this: If you can, avoid marriage in your dashing tree If you still want/need to maintain at least four degrees of separation when marriage is possible. The grandparents exchange or any division above. Than it should be good to avoid marrying with negative genetic traits Try to marry someone with positive genetic traits If you get a negative genetic trait, marry someone with a positive trait against him (E.G., Fast, as opposed to slow), it should reduce your heir's chance to get a negative trait written by Meneth Beginner Source's Guide Community content available according to CC-SA. Don't know how people make children with all the good traits they can? I'll show you the math and method that will provide the best techniques to convey as many traits as possible and collect traits on well-crafted characters! For those from CK2 you will probably be surprised by a much more complex system... fortunately, it's good for us because it makes it more likely to reliably convey traits rather than just hoping (with a fairly low chance) that our kids get the traits we want them to get! Fertility and Pregnancy Before we get into the traits, although allows you to cover exactly how babies are made in CK3 As pregnancy is calculated (checked every month because they know how to keep that sex life going into CK3): And fertility is calculated (before modifiers) like:Consubin/Spouses and secondary spouses have half the fertility check for all fertility checks and after each child loses 5% of the fertility. Pregnancy progression chance of marriage at age 16 and without modifiers and no births: Inheritance: It's really simple! So how does the inheritance system work? The easiest way to put it out like this: As a bonus, if both parents have the same level of traits, such as Level 1 of the trait of intelligence (fast), that is 50% chance that it will be upgraded to the next level (Smart). That being said, for reasons you'll see in the next section it is always better to have one parent with a top trait, even if the other parent has only the first or second level. You only have a couple of 2 characters with the same level trait if they both have the second highest feature. Only a pair of level 1 trait (e.g. fast) with a level 3 feature feature as a genius) if you literally have no other choice or you have a Level 1 Blood Legacy to admire (more below). Detailed inheritance trait: I was lying when I said it was Simple!Trait Inheritance Levels: Active - which means that the person has a trait. Inactive - this means that a person has no traits, but he still has a strong presence in his genes. No -- that means they don't get any traces of traits in their genes. Keep in mind that these levels of trait have nothing to do with grandparents, as seen in the chart above. Only parents matter in this situation. The chart above simply shows the likelihood that children are getting the trait (actively) based on their grandparents. I don't know if grandparents can give kids inactive traits. The following is essentially the second layer to the system of features. The above diagram is used to determine if they get the line and the second layer determines what level of revulsion they receive. That's why, even if you have 2 geniuses with a legacy of a headache with a child (110% chance of passing it on), you may end up with kids who aren't geniuses or don't even have a splash at all. How are these states defined? When a child is born: First the chances of acquiring a trait as an active trait are checked as a function of parents:Active - Active: 80%Active - Inactive - No: 25%Inactive - Inactive: 10% Inactive - No: 2% InactiveIf it's verified fails Inheritance chances inactive calculated: Active - Active -150%Active - Inactive 100%Active - No 75%Inactive - Inactive - 50%Inactive - No 25% Above System Applies to All Signs that don't have multiple levels, it's starting to get a little tricky to follow the traits that make: Common Logic traits with levels of inheritanceStart from the highest traitCalculate active chance. Lower levels (including inactive levels) are considered inactive levels. Each level down beyond the first multiplies the chance of determination. If it is active, use it; Done. Otherwise, go down the level if the inactive kind of 1 more parents that level is active, otherwise another parent has it inactive. When we try to inherit a multi-level genetic trait, and the other person has one of the lower tiers, we pretend that this means that they got a higher level one recessively, and reduce the likelihood of inheritance by 20% per tier further than one trait of the other parent When lowering the level, add 40%, so it seems pretty simple (it's not quite easy (it's not quite simple (it's not quite simple (it's not quite simple (it's not quite simple (at least for aligned traits), but lets talk about the most important part of securing the traits you want to get passed on without giving a chance to spoil it up a lot: Blood legacy perks! If you check Benefits you notice Blood Line benefits and ooh boy they are powerful so lets take lookBlood Level 1 30% Chance to inherit good innate traits. Level 230% Chance to Strengthen Congenital Innate 3-30% Chance to inherit bad congenital traits.-30% Chance of new bad birth features. Level 4 Choose an innate trait to become more common out: Comely, Fast, Hale, Fecund, Albino, Giant, Dwarf, Scaly.Level 5 Strengthened some are a little vague, but allow you to navigate important parts: Level 1It's big... if you're not super focused on pure breeding (but even if you do) and you want to capture other legacy at least capture that level before anything else. Adding a 30% chance to pass on features or their pop-up yourself at random is huge. It's a bit vague and talks about good features that I assume the game is classified as Comely, Fast, and Hale because they have a green background and their levels are labeled X\_good\_1/2/3 in the files. Obviously traits like albino and giant are mostly good, but there are some penalties, so I'm not sure if they are classified as good, bad or neutral. The same applies to the prolific ... it has a green background, but I have no idea if it is classified as a good feature or just neutral. Level 2It level is perhaps just as important ... For reasons we'll see later the level of traits inherited (fast, smart, or genius, for example) isn't always as simple or as simple as a binary check to see if they get it or not. This encing helps save a situation where you eat less than the summit and you can't find someone to marry with the top level available or especially early on in the breeding program to help get started on your right foot, even if you can't find the top tier of features in your spouse and your petri dish of generation perfection doesn't have the highest line itself. Either way it takes more RNG out of the whole situation and puts it in your favor. Level 3It's where the benefits start to drop, but it's still an important trait... primarily for AI, because while they prioritize good features they are not close to being as focused as the player and willing to let some bad traits penetrate the family line. Also, for you it allows you to be a little more flexible when you really need new blood in the system... perhaps there is a genius that you need to strengthen and provide your own geniuses ... but it has an ugly trait ... with this inflate risk is worth it, because the chance to get this line near or 0%Level 4I is not quite sure how and where it applies ... I guess it's on new traits ♥♥♥ that accidentally appear, but I'm sure it increases the likelihood of traits getting passed on. We will get to these states in the next section. If it works like I'm fully assuming, without any evidence or evidence than it's actually very good for a giant, albino, prolific, scaly, or dwarf-like work on ternary ternary (only three states), while intelligence, beauty and hercules have 3 states for each level and it is easier to keep going in the pedigree. then it's pretty much rubbish because we rely on expertly applied genetics... not a low chance for random traits to make their way into the system (although those mentioned earlier will still benefit from this at a higher level than leveled traits)Level 5This is just a good cherry on top... doesn't really help much for the purposes of what we do. This being said to allow men to spread their seeds longer, and combined with a prolific gives you 10 pounds of life expectancy. That being said, life expectancy extends the range that women can have children according to the tooltip in the game. Thus, combined with fecund clipping for pregnancy should be 55 instead of 45 for women in your dynasty.W.I.P. dynasty.W.I.P. beginnings and beyond 10th edition pdf. beginnings and beyond 10th edition chapter 1 review answers. beginnings and beyond 10th edition ebook. beginnings and beyond 10th edition chapter 4. beginnings and beyond 10th edition chapter 2. beginnings and beyond 10th edition chapter 3. beginnings and beyond 10th edition audiobook. beginnings and beyond 10th edition quizlet

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