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Ck2 alexander bloodline guide

Loading Holy Fury DLC brought to the game many important changes. One of them is the ability to find your own bloodline that will continue in the veins of your successors. From a pure gaming point of view this only reinforces the avalanche effect on CK2, we are just getting stronger. But if we want to play a part a little, it's a very nice addition to this DLC. Bloodlines have many modifiers, few are useless, few are strong. This post will help you choose a great bloodline! There are many modifiers so I did 5 tiers where S is very good and D is not very useful. I rated them based on how much they help you when you're powergaming. All blood lines and requirements on how to get them can be found here . S TIER Ashoka Bloodline Heir to Alexander Bloodline Bloodline Cruelty The Bloodline Builder Ashoka and Alexander's Heir are extremely powerful just because they allow one CB invasion per ruler, which accelerates our conquests quickly. Of course they're hard to find. The cruelty of the generation helps keep our vassals in check so that they don't get stronger and stronger, we can imprison them easily and most importantly can plan to revoke every title they have. The latter is the bloodline builder, flat 20% cost reduction and build time will help our economy start faster. A TIER Any bloodline that occasionally gives us great warriors or theologians Warrior Lodge bloodline that has the opportunity to give us better commander Philosopher bloodline Family Zeal The Butcher If we have any bloodline that gives us good commanders then we have a huge advantage in battle. We are able to get a 20 or even 30 commanders war score with two combat features. These two are very strong blood lines, we can even consider them S grade. Philosopher bloodline accelerates the development of our technology, especially culture. And if we're in the diplo region with China we can sell artists and poets for some favor. Family gives us options to improve some of our family statistics, and if combined with monastic order we can create superhumans without eugenics required. The zeal acts as a mini bloodline alexander, but in addition to the CB invasion we have a religious liberation that targets the entire kingdom and instead of annexing the land, we will restore a state loyal to us. The butcher is great QoL bloodline, we can personally murder people without the need of plot supporters, just like one of the quests in The Assassin society. B TIER Any tanisty bloodline Any line with intimidating execution Vile blood 30-20% to combat effectiveness The warrior philosopher Special city/castle/church building bloodlines Theology 20 for personal battle Mercenary children Silent killer Musa the lion Looting artifacts and capturing commanders is getting crowded here. Maybe tanistry bloodline should be higher, but since we can change the culture to tanistry succession then I decided B tier is the place for it. Rest of bloodlines are flat bonus and some some Let's say it's better to have a bloodline from this list than a bloodline from C-level :) C TIER 15% and less to combat effectiveness Any amount of prestige/piety 15 for personal battle and less Heaven burials Culture and religious conversion Greater crusade share and cheaper crusader state Byzantium killer Vassals less likely to join faction Benefactor bloodlines Can dissolve factions Northern Bloodline Crusade We call this level better than nothing. Most of them are unnoticed changes and some flavor. The dissolution of the clans would have been much higher if the recharge time had not been so long for this. Byzantium's killer is more of a generation of trophies than a useful one. But like I said at level B, it's always nice to have an extra bonus. D TIER All the rest Most of them are +5 or 10 opinion bonuses that can be achieved with enough level of technology or artifact or genre feature. It is not very useful and seeking to add them to your ancestry can be a waste of time. If I missed any please let me know in the comments. Real game converters are s and a tiers, they can really give us a big boost and make the game mode easier. We can group the B C D tiers into one group and mark them as nice to have both S and A as gamechangers. I did not write all the bonuses for bloodlines or how to get them because you can read it on CK2 wiki. If you liked this tier list you may also like these two: Holy Fury reform list level Interesting religion/culture/government combo Thank you for visiting my blog! I love you! atleast nomadic vassals can become free when the governor dies if they want ... this forced them to regain all terrorism in this case, but there is no such thing as unrelated. You don't under-account when you're using an intrusion. usurps every county that is occupied (capital is enough, it doesn't need the other farms), so of course the smart thing to do is to occupy all counties. you have to occupy things outside the target kingdom to keep it anyway, so sieging down a few more counties doesn't make a bug difference. by the time you get to use cb, you'll usually have enough human resources development to simply besiege most things with heavy cavalry stacks (it's by far the most powerful type of troops for siege attacks) I had a child of destiny conquer Mali and the Maghreb my current game. Scary enough to watch, but not once the guy died and the event troops were gone. Africa and they're very weak now. Still a lot of territory, but only a few thousand troops. Easy pickings for holy wars An important awareness in the life of a CK2 player is when you understand that conquering the world, or conquering in general, is not a goal, but a means to achieve your own goal. As long as the player is the only one who really benefits from something that would allow them to overcome, then it's perfectly fine. In CK2 things are broken only when they make a religion/part of the world stupidly overcome compared to others, such as the Pagans (especially German pagans) at the start of 769. From From Fury released, I did not see any game where the pagans did not simply transcend Christianity, while Christians were crushed among countless heresies. But Alexander's blood? yes, it's powerful. But it's hardly breaking anything unless your goal was to conquer the world and you were struggling in it. I personally used it to go from Corinth to the Steppes of the Caspian Sea, reshaping Hellinc's faith and forming an Amazon nation (of course I leave the Greek territories behind). I'm not making you do this, of course, but at some point you'll realize that conquest is insignificantly easy, with or without Alexander's blood. in this respect should we be able to access cheats in the iron man game, since it will be way to achieve things and up to his player to use them? SOME ways to achive things are not ok... atleast for ironman rules ... (by the way that achive conquest of the world means that there is nothing left to do now, unless your government was gavelkind and you had 20 sons ...) and by the way how is that cb acceptable in the eyes of the world! Oh you're big big big big big big big big son of Alexander the Great! then of course you can conquer West India as king of England for sure! Is that what people say? because the result is literally this O_O has nothing to do with it. You don't under-account when you're using an intrusion. usurps every county that is occupied (capital is enough, it doesn't need the other farms), so of course the smart thing to do is to occupy all counties. you have to occupy things outside the target kingdom to keep it anyway, so sieging down a few more counties doesn't make a bug difference. once you have to use the CB, you will usually have enough human resources development to simply siege attack most things with heavy cavalry stacks (it is by far the most powerful type of troops for siege attacks) good luck holding 50 land that just invaded from the cb... I mean seriously going to give it to a submissive cant hold it if you don't have 60 stewardship or something It's powerful, but it's only once per lifetime – not silly OP – it allows you to do an extension a little bit in a war instead of decades of continuous war. I love that CB, but I don't think its broken either. By the time I got it I've already played 150 years without, started as a count and climbed my way up to the Byzantine throne. I got blood alexanders only a few years after i Unlocker GHW as hellen, which is no different from the invasion. anyway after conquering a threat hole kingdom I soared from 0 to 100 so there isn't even an opportunity to spam the CB. Exactly, it's really broken only if defensively according to or somehow get it out of the box. Most of the time you are looking at a 3rd or 4th gen firing at the earliest and it takes a lot of prestige and gold to functionally guarantee a PS success: Sidenote- are there other rediscoverable bloodlines like Alexander? Or I'll have to wait for a mod to make the Pendragon bloodline and others lost lost do rulers always build ties with historical ones? (The Tudors even ridiculously named Arthur and his brother Henry 8 the heir, then painted his face on the round table that his father's former enemies had become accustomed to returning to Arthur symbolically) Last edit: November 27, 2018 It's powerful, but it's only once per life - it's not a stupid OP - it allows you to make a small extension to a war instead of decades of continuous war. Yes, but its too easy to abuse this... just use seniority after ensuring your dynasty members without bloodline are dead (very easy once you get a character with high intr) and now you play with 50 years old now that they can use invasion cb just before they die ... And five years later again, over and over again... by the way again: How do people accept this cb for your bloodline? That place makes 0 SENSE O_O yes burning prisoners as a tradition by the mad king, forgiven for murder by what your dynasty known for etc. Understandable... but hey I decided to invade steppe feet today ISN'T! O_O by the way again: How do people accept this cb for your bloodline? That place makes 0 SENSE O_O yes burning prisoners as a tradition by the mad king, forgiven for murder by what your dynasty known for etc. Understandable... but hey I decided to invade steppe feet today ISN'T! O_O It simply means that you declare direct origin from Alexander, and so you have the right to rule with the great king. If you're playing with defense deals, the rest of the world isn't so acceptable. On most start dates I can go from a count to the Emperor of Byzantium and the RRE to a single genration quite reliably and at that point pretty much the only obstacle to expansion is to wait for handives (or prestige and opinion modifiers to allow me to break hand-in-hand). I'm pretty sure people who have put real effort into it might think of a way to do this faster. Nomads for instamce is an unstoppable ball of death once you get going. World Conquest has never been difficult in CK2. Well that's really impossible to say since a Nuke seems to deliver a lot of damage to an extended area, rather than all in one concentrated place. However, it appears to have an explosion about 100,000 kilometers wide and each unit within the explosion suffers at least 14,500 Megatons of damage to anything within that area. Tiny objects like the Death Stars, however, would probably be able to escape with less than the full level of damage due to their small surface facing the explosion. -SCALING SC2 in the real world This just means that you're declaring direct by Alexander, and thus have the right to the same rights to rule as the great king was. If you're playing with defense deals, the rest of the world isn't so acceptable. I'm playing defensive deals for... but as I rembember goes away with the death of every ruler ... so reset it every time all I need to do is single intrusions with each ruler I actually praise someone that defensively according to O_O but like I rembember it away with the death of every ruler ... so reset it every time all I need to do is single intrusions with each ruler I keep hearing that, but I've also kept inheriting my defensive consonants. I hear that all the time, but I also inherit my defense agreements. Can I swear my %50 threat reduced to the ground at the legacy O_O is there an error then? if there is an error I can accept this blood then XD maybe special for gavelkind? I hear that all the time, but I also inherit my defense agreements. I haven't played with defensive deals since 3.0, but before this defensive pact it took a few days to work back together after your death. even if I ignore everything, as I noticed when you use CB vs. other religion members of the same religion don't even get to help him! religion atleast should matter here O_O yes, but too easy to abuse this ... just use seniority after ensuring your dynasty members without bloodline are dead (very easy once you get a character with high intr) and now you play with 50 years old now that they can use invasion cb just before they die ... And five years later again, over and over again... by the way again: How do people accept this cb for your bloodline? That place makes 0 SENSE O_O yes burning prisoners as a tradition by the mad king, forgiven for murder by what your dynasty known for etc. Understandable... but hey I decided to invade steppe feet today ISN'T! O_O this assumes that you even have access to Antiquity, and even then being a 50-year-old can be bad. Sooner or later you have no children and neither do your relatives, or you will end up incompetent or incompetent. It's not really where close as easy or as simple as making it out. good luck holding 50 land that just invaded from the cb ... I mean seriously going to give it to a sub you cant hold it if you don't have 60 stewardship or something like that so you never really played a nomad. That's okay, but it kind of cancels your spot. As nomads, you can't even give the land to feudal vassals even if you wanted to. you can give it to your tribes or keep it to yourself. Your tribes will be angry if you own too many provinces without giving them a share. you can flatten everything and distribute the lands between your vassal tribes and yourself – or you can't flatten the things you just conquered and create baron tier vassals on farms and keep the lands under your direct control (nomadic land distribution mechanics ignore lands with 2 or more farms) the Alexander bloodline is a joke compared to the baseline set of tools of each nomads on the map. if you want to conquer the world as smoothly and as possible as quickly as possible use a horde of nomads for work. it's so much better suited for this job than tribes or feudal, it doesn't matter at all that these guys now also got some new games to play with. Your argument falls flat because the game is not about conquering the world. There's not even an achievement for that. if the game was about blobbing and nothing else, I would consider it horribly broken because of the silly OP OP hordes, not because other governments can now also get a smaller version of one of their superpowers so you never really played a nomad. That's okay, but it kind of cancels your spot. As nomads, you can't even give the land to feudal vassals even if you wanted to. you can give it to your tribes or keep it to yourself. 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There's not even an achievement for that. if the game was about blobbing and nothing else, I would consider it horribly broken because of the silly OP SIGN HORDES, not because other governments can now also get a smaller version of one of their dude superpowers guessing what: CLANS NOMADS CAN GO INDEPENDANT too O_O yes game is not about conquering the world, but if you're capeble of doing world conquest then it means you'll get to a powerlevel this game it matters anymore ... and I did it in the first 90 years 60 years: O You don't have to play the game. Go for a walk out No need to post on the forum. Take a walk outside. Also read my signature on obnoxious smileys at the end of posts. Franco-Turkish alliance (with Czech bonus) Every time I see one of these hideous smiley-capped posts, I strangle a kitten. Go ahead, let more kittens die, arrogant *funpolice*funpolice*. A man is as solid as his cardboard box. Page 2 is a nice option I guess, but it's almost broken. nomads have that CB right out of the box (you just have to expand with a smaller CB a little bit because the invasion has a mininum population requirement) and unlike tribes or feudal, their retinues really kick. some of the eastern cultures also have that CB as a cultural feature apparently. I remember a game where I started out as turkis nomads, conquered my way to the Indian Ocean and settled as a commercial democracy the indus (actually that was mine take on the zunist achievement where I have to reforn the chuech of zun and become an empire) and to my surprise, I actually still had the CB invasion despite the fact that they are no longer nomads. I think it's part of Turkish culture. probably also some other cultures. so she's neither young nor unique. just a new way to get your hands on an old mechanical game that's been around for a very long time. Don't forget that every general Islamic Islamic can shed 1000 piety and stick a kingdom title. For large empires with decent feature management you can make 3+ of them per character. There aren't many goals in the game where the use of CB invasion is significantly stronger in terms of territory gained. This is before we get to an empire class and just pushing kingdom claims too. Nomads are definitely the fastest, but even among the more general options this bloodline is not going to speed you up much. You do not need to post on the forum. Take a walk outside. Also read my signature on obnoxious smileys at the end of posts. Alas bested in my own game of hexing people to walk If it's any consolation I had to walk a few hours under the rain today. Please don't murder kittens. Kittens do God's work, providing people with regret after a few months. You picked kittens. It could help with mosquito strangulation. But no, I don't think so. Check out the links to our projects: -Corpus Hermeticum -Aztec Weekly Hub Not broken, just exploitable. It makes things much easier, that is: by annexing England as Ireland to a single war instead of multiple wars you will still die, your vassals will still form a faction against your heir, so it is both a blessing and a curse. The infection is spreading around the world Contagious evil now that chaos is taking hold of now that it will get things warm and bothered in a dwarf fortress. We still don't see how this bloodline allows for things you can't achieve about other means (governments, religions, plaintiffs), some of which are available earlier and more consistently. problem is not that it allows you to things you can not do ... allows you to do things a lot faster compared to the usual way you can literally snowball game O_O problem is not that it allows you to things you can't do... allows you to do things much faster compared to the usual way you can literally snowball game O_O'm not convinced it's significantly faster. In the White Hun achievement run I have gone Sunni and been able to declare 3 invasion wars in 1 governor's life using only piety. I forget how many generations after the beginning this governor was, but there weren't many. Couple this with pressed kingdom claims and I don't see how an extra CB invasion speeds you up significantly, even with defensive deals off it would only be a little faster. Certainly if you literally had it in the 1st generation ruler it would be a much more substantial benefit, but it's still not out of par with other crazy things that the game allows. I'm not convinced that much faster. In the White Hun achievement run I have gone Sunni and been able to declare 3 invasion wars in 1 governor's life using only piety. I forget how many generations after the beginning this governor was, but there weren't many. Couple this with pressed kingdom claims and I don't see how an extra CB invasion speeds you up significantly, even with defensive deals off it would only be a little faster. I'm sure if you had it literally on the 1st 1st ruler would be a much more substantial benefit, but still not out of par with other crazy things that the game allows. Yes I've made 3 Papal-backed Claims in this governor's lifetime and if you have a great Duke who hasn't created a full kingdom yet (it happens all the time in England) it's just as ridiculous. I'm not convinced it's much faster. In the White Hun achievement run I have gone Sunni and been able to declare 3 invasion wars in 1 governor's life using only piety. I forget how many generations after the beginning this governor was, but there weren't many. Couple this with pressed kingdom claims and I don't see how an extra CB invasion speeds you up significantly, even with defensive deals off it would only be a little faster. Certainly if you literally had it in the 1st generation ruler it would be a much more substantial benefit, but it's still not out of par with other crazy things that the game allows. I had it like a rag... The first son of the governor of Sweden... So... Just so people are clear... You know it takes you a lot longer than the target kingdom, right? In fact, it doesn't always get you the goal title itself, you often have to usurp it afterwards, which I find odd. If, say, someone has all the de jure England and Scotland... declare an invasion for, England, then proceed to occupy each of their counties (it seems as if you only need the top farm not all of them too much) in Scotland, and just enough in England to avoid them checking on the ticking warscore-I usually take the duchy capital- before accepting their peace offer: you'll get all of Scotland's farms completely clean like Holy Warred and all English farms will are either vasal vasals or cleared, usually all duke titles that de jure belong to be destroyed, they're reduced to their demesne counties. I did it for the Seljuks this last time targeting Iraq and it took 8 years of war with most of Europe and North Africa behind it, but I got 56 counties clean and understed about a dozen option targets, including the Abbasi Caliph. I had been like -50 with all my vassals by the time I had contributions raised, and had to leave the mercs raised more so that the fifty factions that gave birth did not try to rebel, but it worked exactly as planned, and most people calmed down if they gave them a random Holy Warred county. Just so people are clear... You know it takes you a lot longer than the target kingdom, right? In fact, it doesn't always get you the goal title itself, you often have to usurp it afterwards, which I find odd. If, say, someone has all the de England and Scotland ... declare an invasion for, England, then proceed to occupy each of their counties (it seems you only need the top holding not all of them too much) in Scotland, and just enough in England to avoid them checking on the ticking warscore-I usually take on the Duchy capital- before accepting their peace offer: you'll get all of Scotland's farms completely clean like Holy Warred and all English English the holdings will be either under-staffed or clean, usually all the duke's titles belonging to de jure are destroyed, reduced in their counties. I did it for the Seljuks this last time targeting Iraq and it took 8 years of war with most of Europe and North Africa behind it, but I got 56 counties clean and understed about a dozen option targets, including the Abbasi Caliph. I had been like -50 with all my vassals by the time I had contributions raised, and had to leave the mercs raised more so that the fifty factions that gave birth did not try to rebel, but it worked exactly as planned, and most people calmed down if they gave them a random Holy Warred county. Yes it works just like the nomad invasion cb. Well that's really impossible to say since a Nuke seems to deliver a lot of damage to an extended area, rather than all in one concentrated place. However, it appears to have an explosion about 100,000 kilometers wide and each unit within the explosion suffers at least 14,500 Megatons of damage to anything within that area. Tiny objects like the Death Stars, however, would probably be able to escape with less than the full level of damage due to their small surface facing the explosion. -SCALING SC2 in the real world Yes it works just like the nomad cb invasion. Ok, I thought so, but the sources seemed vague and I don't have much experience with nomads (I just didn't get their hang of the moment I tried and collapsed very badly. you have to try again.) Just a lot of other things in the thread made me wonder, some people seem not to know. [many thoughts you typed up a couple of ways omitted] It's extremely powerful (and gives me a lot of interesting ideas for reforming the whole applications/CB system, but I'd be CK3 or a hell of a giant mod to possibly apply those thoughts), but it's not button to win unless you were able to do that repeatedly on target anyway, mostly just faster. Being able to grant an annoying submissive kingdom independence late in your life and then essentially Holy War is clean with your successor sure it's nice if sometimes dangerous One thing I noticed is that ai with this blood is much more liberal actually using his CBs at all possible. Which led to a rather woopsie moment when I realized that my former realm, Italia, nearly tripled in size in less than a century using this CB after I traded in a Jerusalem crusader. Franco-Turkish alliance (with Czech bonus) Every time I see one of these repulsive places, strangle a kitten. Go ahead, let more kittens die, arrogant *funpolice*funpolice*. A man is as solid as his cardboard box. I'd like to know exactly when the event shot and how long it takes. What I mean is, do you guys get the option just hit 10 k prestige and/or have a capital in Europe/Asia Minor/etc,or did it take a number of years? Also, how long after the initial start of the event did it take you to get it? I have a 60ish year old ruler right with 10+ k prestige. I'm going to have to forge a claim in Iberia or Yemen to get a chapter, but I thought he'd die soon. I was wondering the same thing. What makes it activate or if there's a way to encourage it to activate. Franco-Turkish alliance (with Czech bonus) Every time I see one of these hideous smiley-capped posts, I strangle a kitten. Go ahead, let more kittens die, arrogant *funpolice*funpolice*. A man is as solid as his cardboard box. I had it like a rag... The first son of the governor of Sweden... So... I feel like you're asking for praise. Hell, you're good at taking it so early! How did you gather so much wealth and prestige? It's very difficult or something... I feel stupid asking for this, but what can be described as Europe in relation to demands? I feel like you're asking for praise. Hell, you're good at taking it so early! How did you gather so much wealth and prestige? It's very difficult or something... I really don't mean it's not that hard instead of easy to get... Get...

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