



# WELCOME TO RIGHTS OF MAN



**RIGHTS OF MAN** is the newest expansion DLC for *Europa Universalis IV* and it is probably one of the most ambitious, touching many core mechanics that players have gotten very familiar with.

Monarchs? They now have traits that can help or hinder your progress.

Technology? Completely redone, casting aside the old location based system.

Cultural Acceptance? Now this is more under your control

Governments and subjects? So many changes including new details for Revolutionary Republics and the Ottoman Empire.

In short, *Rights of Man* is a major break from the past of *Europa Universalis*, just as that Revolutionary document was a break from the Ancien Régime. This may mean you will need to learn new strategies as we toss out systems that were too rigid and left too little to your imagination and control.



# MONARCH PERSONALITIES AND LEADER TRAITS



**THIS POINT** in *Europa Universalis IV*, monarchs and rulers have been little more than their three core statistics. We think about our rulers as the sum of their Administrative, Diplomatic and Military ratings. If they have a high military rating, they might get the additional character of being a great general for one of your armies.

In *Rights of Man*, monarchs will now be given personalities that add bonuses or penalties to their empire. A monarch's personality is comprised of a maximum of three characteristics, the vast majority of which will be positive, but some will be negative. Your monarch starts with one aspect to his/her personality and additional characteristics will be added after both ten and twenty-five years of rule.

A monarch's personality is loosely tied to the monarch's abilities. A poor administrative monarch will never get the "Brilliant Organizer" trait, but if their ability is a 4 or 5, then it is much more likely this personality will appear.

Each personality characteristic is tied to events, and some will open up new possibilities for old and familiar events, letting your ruler use their personal skills to avoid trouble. Others are dependent on government types, chosen idea groups, or religions.

Computer controlled rulers can be expected to behave differently, depending on their personality. They might be more aggressive, more generous, or more foolhardy. In this way, we give the monarchs around you some personality that you can rely on from a simple description.

**Court**

♂ King-Elector Friedrich Wilhelm I von Hohenzollern Age: 24

4 4 5

♂ Heir: Friedrich von Hohenzollern

6 6 6

♀ Electress: Sophia Dorothea von Hannover

3 3 3

No Advisor

No Advisor

**Lawgiver**  
Monthly Autonomy Change: -0.05

This ruler is a Lawgiver. Legislation is what builds up and unites a realm. Our ruler is intent on reducing the hundreds of laws and customs of the various part of our realm to create a more centralized and just set of laws.

An AI ruler with Lawgiver would:  
- Be more likely to pick certain Idea Groups.





## Abdication and Disinheriting Heirs

If a monarch is over 60 years old and has reigned for 25 years, he/she can **abdicate** in favor of the current heir. If you have an inconveniently long-lived and incompetent ruler with a better heir in the wings, this might be an attractive option.

However, taking the dramatic step of abdication will reduce both your prestige (-25) and legitimacy (-50).

On the other side of the throne, sometimes you have an heir that looks like they will be a bit of a disaster. All their stats are 1s, maybe their first personality characteristic is Cruel. We've all had one of those kinds of heirs.

Now if that happens, you may **disinherit** your heir. Doing so will damage your legitimacy (-50), and you also lose your heir with no guarantee that you will get another heir in the future. So, this is a risky move. However, sometimes it may be an appealing option, especially if you don't risk being forced into a political union.

You can abdicate or depose the character on the Court submenu by clicking on the button to the far right of the character's name.



## Strengthen Government

All nations can also spend Military Monarch Points to Strengthen its government. 50 points of military power can be used to improve a ruler's legitimacy, theocratic devotion or horde unity by 10 points, or republican tradition by 3 points. This represents the army putting its weight behind the throne.

## Abandon Personal Union

If you lead a personal union with a junior partner that is more trouble than it is worth, you now have the diplomatic option to abandon that union. This costs you prestige, but might liberate you from having to fight a war for something you don't need anyway.

This option can be found in the Influence Nation tab of the Diplomatic Relations submenu.

## Debase Currency

Historically, governments would sometimes **debase their currency**. Coins would be minted with lower precious metal content in order to spread out the supply of real



silver or gold, thereby giving a broke ruler greater access to ready cash.

In *Rights of Man*, you can debase currency on the budget submenu where you usually take loans, to the bottom right. The one advantage of debasing your currency is that it will not affect inflation, and you will not have to pay interest on the money you are bringing in. The amount of cash you raise through this action is the same as a loan.

However, there is 2% increase in your nation's corruption. You may only have five instances of debased currency active at any one time, and it takes twelve months for the debase currency action to recharge if you have hit the five debasement limit.

You may not debase your currency if your corruption is 90% or higher.



The screenshot displays the game's budget submenu on the left and a tooltip on the right. The submenu shows 'Fleet Maintenance' at 0.74, 'Total Expenses' at 21.08, and a 'Balance' of -1.83. Below this, there are icons for various actions, including one for 'Debase Currency' which shows a cost of 163. The tooltip on the right explains that debasing currency gives 163 but increases corruption by 2.0%. It also notes that you can debase your currency 1 more time or until reaching 90.0% corruption, and that holding Shift allows debasing 1 times the amount. Finally, it states that it takes 12 months to recharge and up to 5 uses can be stored.

Fleet Maintenance 0.74  
Total Expenses: 21.08  
Balance: -1.83  
163

Debase Currency gives 163, but increases corruption by 2.0%.  
You can debase your currency 1 more times or until reaching 90.0% corruption.  
Hold Shift to debase 1 times the amount, which is the maximum possible.  
It takes 12 months to recharge Debase Currency, and up to a maximum of 5 uses can be stored.

# GREAT POWERS



**THE GREAT POWER SYSTEM** is a new mechanic to give those nations with the most power and importance new tools and greater flexibility in throwing that weight around. Being a Great Power is something that other nations will recognize, and it will allow you to be a great benefactor or a great terror to your neighbors.

The eight most powerful nations in the world will be deemed Great Powers. Power is determined by dividing a nation's total development by the cost of its technology (see the next section for details on changes to technology cost). So, if you have 600 development points but your technology growth rate is 125% than the most advanced nation, you will be a lower ranked power than a nation with the same development, but a better research rate.

Country	Rank	Great Power Score	Development	Technology Cost
Ming	1	964	1138	118%
Ottomans	2	466	550	118%
Poland	3	396	396	100%
France	4	358	358	100%
Timurids	5	287	482	168%
Muscovy	6	278	329	118%
England	7	262	310	118%
Vijayanagar	8	241	285	118%
Castile	-	233	276	118%

Great Power Status will be signified in-game with a special golden border around their shield in the upper left. You can see a list of the current Great Powers in the ledger, or by pressing the blue banner to the bottom right of the national shield in the upper left of your screen.

If a nation falls from the top eight, it does not lose its prestige and power immediately – the world needs time to adjust. The fallen power has a grace period of five years during which it retains its Great Power abilities, but will need to climb back into the first tier if it wants to continue using them. New Great Powers can use their abilities immediately, of course.

What can a Great Power do?



**BREAK ALLIANCE:** Force another nation to terminate one of its alliances. This will lead to a truce between the Great Power and the target of the demand. The nation with whom the alliance was severed will get a casus belli on the Great Power that demanded the broken alliance. This will only work if the target of the demand is sufficiently afraid of the Great Power.

**INTERVENE IN WAR:** If an ongoing war has an imbalance in the allocation of Great Powers (for example, Russia, Spain and Austria versus the Ottomans), a Great Power can declare war to intervene on behalf of the outnumbered party. Think of this as a “balance of power” war. If the Great Power has a truce with the bullying war leader, however, they cannot intervene.

**INFLUENCE NATION:** Pay one year of the target (non-Great Power) nation’s income to greatly improve relations and boost its weakest monarch stat by one point for ten years.

**TAKE ON FOREIGN DEBT:** Pay off all the loans of another non-Great Power nation. This gives a relations bonus for every standard size loan of the target you clear, capped at +200, decaying 2 points per year. This also grants +1 trust for every loan cleared, or 2 favours if you have The Cossacks expansion.



# TECHNOLOGY AND INSTITUTIONS



**EVER SINCE THE FIRST** *Europa Universalis*, technological progress was tied to rather rigid cultural groups. Western Europe was the default rate and every other cultural group had a penalty added to their scientific progress in order to keep things roughly “historical”. Then we added Westernization for the non-Western European powers, which is kind of a huge power-up that can be easily exploited, especially for players skilled with Asian and North American nations.

Technological progress is not nearly so linear, and, in the early modern era, was often tied to institutions and ideologies. True, many of disparities that gave Europe and parts of Asia an advantage over North America and Sub-Saharan Africa are already set in stone by our 1444 start date. But the diffusion of learning across the globe can take a number of forms in our alternate history. Borders are porous, and people learn from their more successful neighbors.

In the free update that accompanies *Rights of Man*, we take a somewhat radical approach to rewriting the technology system, and it will take some time to explain. Even though this isn't part of the paid expansion, it is a major enough change that it should be explained.

In the new *Europa Universalis* model, every nation has the same base technological level – there is no distinction per se between Western Europeans, Eastern Europeans, Indians or Chinese. However, there are seven Institutions, the invention of which imposes a penalty on any nation that is has not adopted this institution. And, Europe has a bit of a headstart with the development of institutions.

You can see the Institutions by clicking on the Book image on the upper left of the Technology menu.

It is best to start with an example.

The first Institution is **Feudalism**. At the start of the 1444 campaign, Feudalism has been adopted in all nations that are not tribal or horde nations. Therefore, China, Japan, France, Spain, Morocco and so on all have the Feudal institution in place.

Those nations that *have not* adopted Feudalism have to accumulate 50% more monarch points to advance in a technology. This is not an immediate penalty, but increases by 1% per year. Each institution has the same pattern – a 1% research penalty per year for lagging nations until they hit the 50% cap.

How does a nation adopt the Feudalism institution? If they border a nation that has Feudalism, their country will slowly make progress towards this institution. Only one institution can grow at a time, and it will always be the one with the fastest growth speed.

But progress in institutions is **province based**. You can only “embrace” an in-



stitution as a nation (via your technology menu) if provinces comprising at least ten percent of your nation's development have adopted that institution. And, the price in gold to embrace the new institution is based on what percentage of your nation has yet to discover Feudalism.

So your choices will often boil down to when to pull that trigger on choosing the new Institution. If you wait too long, you will fall further behind in technology, but if you move too quickly, you will be spending a lot more money.

Institutional progress in a province is based on the number of bordering provinces that have that institution in place, and some unique factors depending on the institution. *Renaissance* spreads faster in specific regions (Venice, Flanders, Tuscany) and *New World* will spread faster if you have already founded a colony. Read the in-game tooltips for precise information on the relevant factors.

As the game advances, new Institutions will be discovered and they will put new penalties on the lagging nations. Institutions are launched by events and will occur in specific geographic areas.

These institutions are still biased towards Europe – just as technological advances historically were. But instead of ascribing the “backwardness” to a region or culture, it is tied to an historical advance whose precise expansion across the globe is a little unpredictable.

The eight Institutions, starting conditions, and the abilities they grant are listed below. Each institution spreads a different rate depending on a range of factors. On the provincial Institution menu (click on the Book icon in the mid-right of the province menu), you can see what factors affect a province adopting an institution:

### FEUDALISM

Starts active in the game in all non-tribal and non-horde nations

*Allows one extra military leader*

### RENAISSANCE

Starts around 1450 in Italy, more likely in high development capital city

*Reduces development and building costs by 5%*



## NEW WORLD

Starts around 1500 in nation that has Quest for New World idea

*Increases trade power by 10%*

## PRINTING PRESS

Starts around 1560 in Protestant/Reformed European (esp German) state

*Reduces cost to increase stability by 5%*

## GLOBAL TRADE

Starts around 1620 in a nation that has a Center of Trade

*Allows one extra merchant*

## MANUFACTORIES

Starts around 1680 in Europe, more likely in province with manufactory

*10% increase in the goods size across your empire*

## ENLIGHTENMENT

Starts around 1700 in Western Europe, more likely in high development province with a university and strong ruler

*25% reduction in cost to change a province's culture*



The screenshot shows the 'Institutions' menu with a 'Growth: +30.0%' indicator. The institutions listed are:

- Feudalism: Embraced
- Renaissance: Embraced
- Colonialism: Embraced
- Printing Press: Embraced
- Global Trade: +0.08 per month (Embraced)
- Manufactories: Not created
- Enlightenment: Not created

A tooltip for the Global Trade institution is visible, listing various modifiers:

- Currently being embraced by +0.08% each month.
- (\*)Have a Marketplace: +0.02
- (X)Have a Trade Depot: +0.11
- (X)Have a Stock Exchange: +1.16
- (X)Have the province modifier Inland Center of Trade: +0.58
- (X)Have the province modifier Coastal Center of Trade: +0.58
- (X)Adjacent has Global Trade & Loyal Burghers Present: +0.05
- (X)Do NOT have a port in Gloucestershire (X)Nearby friendly province (X)Has embraced Global Trade: +0.02
- (X)Port neighboring province with Global Trade: +0.58
- (X)Port/Capital - Colonial Overlord has Global Trade: +5.83
- (\*)Has embraced Printing Press: +0.04
- (X)Owner has embraced Global Trade: +0.83
- Growth modifier: +30.00%



# CHANGES TO CULTURAL ACCEPTANCE



**EVER SINCE THE RELEASE** of Europa Universalis IV we have been tweaking how to deal with multicultural empires. Initially, the easy approach of mass cultural conversion and eradication of indigestible minority cultures was the optimal strategy (assuming you had the monarch points to pull it off). In the *Cossacks* expansion, we introduced the ability to revert converted provinces to an earlier culture and allowed you to change a province's culture to one that was not your own dominant culture – this made it easier to add accepted cultures through creating a populous block of minorities.

In another major free update that accompanies the release of *Rights of Man*, we are changing culture again in *Rights of Man*. If a culture in your nation has enough development points, you can add it as an accepted or tolerated culture. This gives you, first, an incentive to spend your monarch points developing minority provinces in the short term, and second, greater control over which cultures you will cultivate.

You can still convert minority provinces, of course. We are not removing any functionality from this sub-system. We are, however, giving you more options in building the multicultural empire that best suits your own expansion strategy.

Information on your Cultures can be found on the new Government tab when you click on your national shield. It is the second tab, right after the Court tab. The Court tab will have information about your ruler, heir, consort and

The screenshot shows the 'Government' tab in the game. At the top, there are icons for various government actions. Below that, the 'Empire' section shows three stats: a crown icon with '-0.50', a leaf icon with '10.0%', and a sword icon with '-0.05'. A 'Strengthen Government' button is visible. The 'Country Modifiers' section is on the right. Below the 'Empire' section, the 'Turkish (Levantine)' culture is selected. The 'Accepted Cultures' section lists the following:

Name	★	✉	Percentage
Turkish	★	✉	51%
Greek	★	✉	18%
Bulgarian	★	✉	12%
Syrian	★	✉	1%
Bedouin	★	✉	0%
Egyptian	★	✉	0%
Mashriqi	★	✉	0%
Omani	★	✉	0%
Yemeni	★	✉	0%

The 'Non-Accepted Cultures' section lists the following:

Name	★	✉	Percentage
Croatian	★	✉	4%
Serbian	★	✉	4%
Romanian	★	✉	2%
Albanian	★	✉	1%
Hungarian	★	✉	1%



advisors. The Government tab will list active national bonuses and penalties, as well as give you an easy interface to manage which cultures to accept in your empire.

You will spend Diplomatic points to add a culture, and you can only have as many accepted/tolerated cultures as your Administrative technology level permits. So, in the early game, you will probably be doing a lot more converting than tolerating.

As your nation advances, however, you will find yourself better able to swallow and adopt foreigners into your nation. It's up to you to choose which ones.



# REVOLUTIONARY REPUBLICS AND FACTIONS



**INCE MERCHANT REPUBLICS** already have factions, it only makes sense for Revolutionary Republics to have a querulous triad of power-brokers to manage, as well.

Based on the major divisions of 18<sup>th</sup> century Revolutionary France, the factions in a Revolutionary Republic are, like other factions in Republics and Celestial Empires, divided into Administrative, Diplomatic and Military specialties. Their power in your Republic will rise and fall depending on events and the attributes of your Republican governor.

**Factions**

**The Jacobins**

The Jacobins are the staunchest supporter of the popular revolution. They believe that we must forcefully do away with the old ruling classes and seize their property. This faction has the support of the masses in our capital and will not shy away from inciting them into violence for the good of the Revolution.

39.67 ↓

Boost

**The Imperials**

The Imperials wish to bring the revolution under control and to centralize authority again. They claim to respect the will of the people but they are abhorred by the excesses and terror that uncontrolled popular opinion can bring. If the Imperials manage to seize control they will eventually try to create a Revolutionary Empire.

30.02 ↑

Boost

**The Girondists**

Rather than let the Revolution spiral out of control internally the Girondists want to focus on spreading it beyond our borders. They believe in an active foreign policy and in ending the counter-revolutionary regimes on the continent.

30.30 ↑

Boost

Close

## JACOBIANS

The fire-breathing tribunes of liberty, the Jacobins focus on the Revolution at home. They are the Administrative faction in a Revolutionary Republic. When they are in power.

- **buildings are 10% cheaper**
- **-2 bonus to unrest**
- **taxes are 10% higher**
- **2- penalty to diplomatic reputation**

## IMPERIALS

The Revolution is merely one step towards creating a new centralized order, ideally through a new monarchical regime – a Revolutionary Empire. Imperials are the Diplomatic Faction in a Revolutionary Republic.

- **+1 to missionary strength**
- **manpower bonus of +25%**
- **+1 bonus to diplomatic reputation**
- **Yearly Republican Tradition of -5**

## GIRONDISTIS

Concerned with the glory of the message, the Girondists want to export the Revolution abroad and are the Military faction in a Revolutionary Republic.

- **Manpower Recovery Speed +20%**
- **20% bonus to Land Force Limit**
- **+5% discipline**
- **+20 penalty to effects of aggressive expansion**



# OTTOMAN HAREM POLITICS



**ANOTHER NEW CHANGE** in governing is the addition of harem politics to the Ottoman Empire. Throughout this period, the Ottoman Empire was famous for the intrigue and jostling for position among imperial wives and concubines. New event chains will be tied to the Ottoman government form, many of which will give you choices on whether to keep the current heir to the throne or to opt for another based on their abilities, internal political issues, or maybe even true love.

Death of the Valide Sultan

Ever since he was a young Sehzade in the Imperial Harem Bâyezid II has had his mother by his side. She has offered advice and protection throughout his career and as he ascended the throne she remained one of his closest confidants and most influential advisors. The news of her untimely death is a heavy blow to our Padishah who has now lost a good friend, an advisor and his mother all at once.

The Empire shall mourn her for three days.

We must set aside lands for a charitable foundation in her memory!

# THE PRUSSIAN MONARCHY



**WE HAVE INTRODUCED** a new form of government for the German nation of Prussia to further emphasize its historic reliance on and connection to the noble military culture that would become synonymous with discipline and efficiency.

Prussia's monarchy has special attributes. Unrest is reduced by 2 across the nation, and war exhaustion is reduced at a quicker rate. It also has an advantage in reducing the autonomy of newly conquered provinces, commensurate with the rank of its government.

The Prussian Monarchy has access to a unique statistic called *militarization*. A high militarization level will increase both Prussian land discipline and manpower

The screenshot displays the Prussia game interface. At the top, the Prussia coat of arms is shown next to the name "Prussia". The top bar includes resource icons: 158 gold, 20,694 food, 963 wood, +0 technology, 0 culture, and +22 prestige. Below this is a row of six icons representing different aspects of the nation. The "Government" section is highlighted, showing "Kingdom" as the current form. Below it, three sliders are visible: "Strengthen Government" (set to -2.00), "Increase" (set to -0.02), and "Militarization" (set to -0.075). A "Country Modifiers" section is also present. At the bottom, the "Prussian (Germanic)" culture is selected, with an "Accepted Cultures" table showing "Prussian" at 88%. A tooltip for "Militarization" is open, showing a change of -0.10 per month due to: "Number of Provinces: -0.15", "Army Tradition: +0.02", and "Legitimacy: +0.02".

Accepted Cultures	
Name	Percentage
Prussian	88%

Militarization of our Country change by -0.10 each month due to:  
Number of Provinces: -0.15  
Army Tradition: +0.02  
Legitimacy: +0.02

recovery, while reducing military maintenance. At 100% militarization, the bonuses are +10% to discipline, +33% to manpower recovery and -33% to military maintenance. Militarization can be increased by investing Military Monarch Points. Every 50 military points spent increases militarization by 10%.

Militarization, however, is balanced by Prussia's size. The larger Prussia gets, the more quickly its militarization will degrade, reflecting that Prussian military culture is a local thing. If you expand and can keep your military tradition and legitimacy high, though, you can stave off some of the degradation.

This makes Prussia a "tall" nation to play. To expand rapidly and keep the militarization bonus, Prussia will need a lot of military tradition, and its National Idea bonus can only go so far. Therefore, the nation has to fight wars regularly. This may get exhausting. If Prussia can find a core group of rich provinces and fight enough to impose its will without conquest, its discipline bonus may prove the decisive factor in dominating the continent.

To make these trade-offs a little easier for Prussia, none of its rulers will start with less than a 3 in military power.



# RELIGIOUS CHANGES



**CONTINUING OUR EFFORTS** to make every part of the world's history interesting, we have added new systems for two local religions – the Copts of the Near East and the Fetishists of Southern Africa.

## COPTIC HOLY PLACES

Historically, Coptic Christianity originated in Egypt, rooted in the early Christian churches of Alexandria. It remains the largest Christian community in both Egypt and Sudan, and is more closely tied to Orthodox understandings of Christianity than to Catholicism.

**Coptic Faith**

Patriarchal Blessings

Holy Sites 2/5

		Alexandria	Controlled by Mamluks		<a href="#">Go to</a>
		Aksum	Controlled by Ethiopia		<a href="#">Go to</a>
		Antioch	Controlled by Mamluks		<a href="#">Go to</a>
		Qasr Ibrim	Controlled by Alodia		<a href="#">Go to</a>
		Yerevan	Controlled by Qara Qoyunlu		<a href="#">Go to</a>

Close

In *Europa Universalis IV*, we've expanded the Coptic group to include other variants of the Orthodox faith, such as the Armenian and Ethiopian Orthodox churches, even though, strictly speaking, they are not Coptic and have their own autonomous patriarchs.

Coptic rulers can choose boosts for their nation. A Coptic nation can have up to five active boosts, but only one per Holy Place in a Coptic province under a Coptic ruler. There are five Holy Places – Alexandria (Egypt), Aksum (Ethiopia), Antioch (Syria), Yerevan (Armenia) and Qasr Ibrim (Northern Sudan).

The available boosts include faster manpower recovery, stronger missionaries, cheaper coring of provinces, greater legitimacy and more discipline.

Since the number of blessings is tied to the number of Coptic controlled Holy Places, no matter which Copt holds them, uniting with and supporting Coptic neighbors becomes important.

## FETISHIST CULTS

Fetish religions were introduced in the last update, but *Rights of Man* gives them something more than just local color. Fetishist rulers can choose a cult deity to follow upon ascending the throne, similar to how Hindu rulers have operated in *Europa Universalis* for a long time. The difference is that the number of available Fetish cults can expand as you interact with nations that have different cults than you do.

So, rulers of Kongo, on the southwest coast of Africa, may start with three or four cults to choose from but, if they push their way inland to the African lakes or even to the Indian Ocean, they will fight and ally with nations that have different cult practices, making their bonuses available to future rulers.

In this way, we can make fetish religions interesting while also reflecting the historic fact that African religions were very flexible and welcoming of new beliefs, cults and deities.



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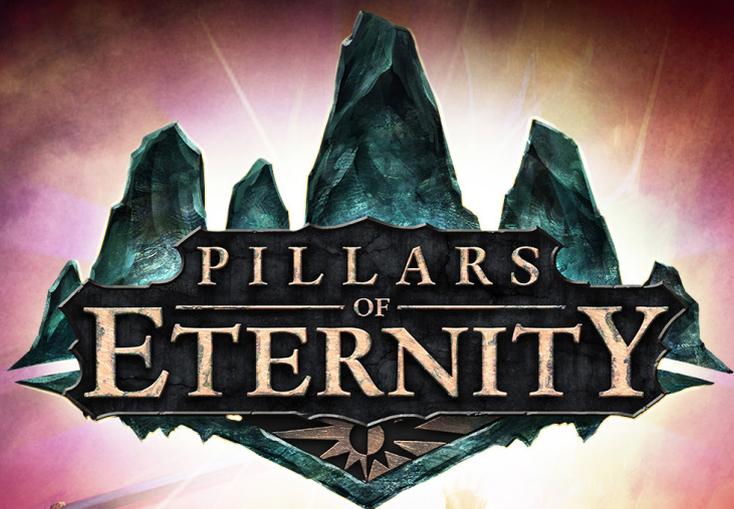
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