

Nationality Advancement Table

Current Skill Rank					
1/6	2/6	3/6	4/6	5/6	Nationality Experience Conditions
					Visit the capital for a royal celebration and see the king or queen.
					Visit a new city or region in your country.
					Tour a foreign guest through your home region or city.
					Boast about the indomitable spirit and proud national character of your country.
					Eat or drink a local delicacy from a region new to you.
					Explore an ancient or forgotten corner of your country.

Religion Advancement Table

Current Skill Rank					
1/6	2/6	3/6	4/6	5/6	Religion Experience Conditions
					Express your religious beliefs in your actions.
					Attend religious ceremonies in support of your religious beliefs.
					Acquire a relic.
					Experience an act of God.
					Be healed of disease, saved from certain death or experience divine visions.

Politics advancement table

Current Skill Rank					
1/6	2/6	3/6	4/6	5/6	Politics Experience Conditions
					Talk politics late at night at the brasserie or argue politics during inappropriate situations.
					Support your political party at a public rally or through donations.
					Make a stand due to your political convictions.
					Defend your political party against the incursions of another political party.
					Elect, promot or purchase an influential office or position for your party.

E	2nd	3rd	4th	5th	6th	Américain(e) Experience Conditions
						Work an honest trade for fair pay.
						Reconnect with an estranged family member.
						Honor your word when duplicity would be easier.
						Avenge yourself on those who defamed you, hurt you or stole from you.
						Adopt a new nation as your home.
						Overthrow one who would enslave others.

E	2nd	3rd	4th	5th	6th	Clerk Experience Conditions
						Accurately copy an important document.
						Deface or alter a document while copying it.
						Keep record of an important event.
						Draw up a contract document.
						Maintain a set of quality inks and quills, despite poverty and adversity.
						Write a novel opinion and distribute it to your colleagues.

E	2nd	3rd	4th	5th	Fin	Explorer Experience Conditions
						Journey to a new place outside of your home country.
						Return home with something or someone rare, precious, unique or new.
						Learn a new language.
						Outwit a wily adversary.
						Push on into the unknown when everyone else would turn back.
						Claim a place or people for your sovereign.
						Conduct a daring overland trek or dangerous sea voyage.

E	2nd	3rd	4th	5th	Fin	Factotum Experience Conditions
						Make an important delivery for your master.
						Discreetly relay a vital message for your master.
						Knock down a ruffian who insults your master.
						Take a blow or the blame for your master.
						Alleviate your master of an odious burden.

E	2nd	3rd	4th	5th	Fin	Filou Experience Conditions
						Swindle someone because they're too dumb to keep what they have.
						Rob someone by force.
						Pick a fancy pocket simply because it's there.
						Pick a lock guarding something secret, famous or uniquely precious.
						Pass off counterfeit money or forged papers as legitimate.
						Escape from justice for your crimes.

E	2nd	3rd	4th	5th	Fin	Gamin(e) Experience Conditions
						Steal something valuable.
						Steal something important to someone just because you can.
						Clamber onto or into a place no one else would think to go.
						Make an improbable escape.
						Feign innocence or meekness to escape punishment for your crimes or to exact revenge on a rival.
						Be adopted by a powerful patron or kindly ally.

E	2nd	3rd	4th	5th	Fin	Jesuit Experience Conditions
						Pray in your hour of need.
						Grant mercy or clemency to your enemies.
						Educate another into the Mysteries of the Faith.
						Convert another to Catholicism.
						Be relied upon for a great mission by the Father General.
						Found a new mission or Catholic community.
						Advise the powerful in how to walk the most Catholic path.

E	2nd	3rd	4th	5th	Fin	Merchant Experience Conditions
						Profit from trade.
						Open a new market for your business or drive your rival out of an existing market.
						Discover or create a new commodity.
						Found a company or have your own business fail and go into debt.
						Drive a rival out of business.
						Secure a monopoly through official license.

E	2nd	3rd	4th	5th	Fin	Musketeer Experience Conditions
						Defend the honor of the Musketeers.
						Make your name heard to the king.
						Impress the Lieutenant-Captain of the Musketeers
						Defend the honor of the Queen.
						Defend your honor in a duel to the death.
						Charge at the van of a battle.

E	2nd	3rd	4th	5th	Fin	Occultist Experience Conditions
						Acquire a new libram, grimoire or spell.
						Discover a hidden meaning, secret or code in the text of the Bible.
						Bargain with a demon for personal gain.
						Demand a demon protect the innocent.
						Bind an angel to a mundane task.
						Bind an angel to serve good and stop an unjust act.

E	2nd	3rd	4th	5th	Fin	Officer Experience Conditions
						Purchase or earn a promotion in rank (<i>charge</i>).
						Host a sumptuous meal for your fellow officers on campaign.
						Defend your honor in a duel.
						Engage in a battle and lead from the front.
						Win a battle.
						Form a new regiment and sell your charges.

E	2nd	3rd	4th	5th	Fin	Passeur Experience Conditions
						Avoid paying your taxes.
						Smuggle contraband into the city.
						Keep your boat in good repair.
						Smuggle a person in trouble out of the city.
						Skim some of the take for yourself.
						Bribe the night watch, customs post or intendant.

E	2nd	3rd	4th	5th	Fin	Petty Noble Experience Conditions
						Gain the favor of a powerful member of court.
						Fight a duel to defend your reputation.
						Increase your title or rank.
						Gain a royal or official office.
						Come fashionably dressed to a ball or fête.
						Gain a grant of land.

E	2nd	3rd	4th	5th	6th	Philosopher Experience Conditions
						Find or invent a new chymistry recipe.
						Discover and read a new Latin or Greek text.
						Using chymistry in an unintended way.
						Write a novel opinion on a scientific subject.
						Connect two apparently unrelated phenomena into one hypothesis.
						Trace a lineage from scientific fact to the divine.

E	2nd	3rd	4th	5th	Fin	Sailor Experience Conditions
						Get drunk in a new port.
						Visit new seas or coasts.
						Cross the equator.
						Overhaul or outrace a ship of the same rating or an ostensibly faster ship.
						Score a critical hit as gun crew in a battle.
						Get lashed for a disciplinary infraction.

E	2nd	3rd	4th	5th	Fin	Soldier Experience Conditions
						Stand your ground under heavy musket fire or an artillery barrage.
						Defeat an opponent of greater skill or strength.
						Score a critical hit with a musket, rifle or pistol.
						Break into and steal valuables or stores of food despite the protests of the owner.
						Protect your mate in battle.
						Keep a fine hat, fancy cloak or silken blouse.
						Show mercy to a worthy opponent.
						Purchase a promotion.