Crusader States are formable by Athens, Cyprus, and The Knights. Releasable by everyone else.

Edessa Traditions:

Religious casus belli

+2 missionaries

Ideas:

Tech cost -15%

+10% national tax

+5% discipline

Idea cost -10%

+3% missionary strength and -50% missionary maintenance

+15% defensiveness

+1 prestige

Ambition:

+20% manpower

Antioch tradition:

Religious cb

Coring cost -20%

Ideas:

Siege ability + 20%

Prestige +1

Morale +10%

Missionary strength +1%

Discipline +10%

Missionaries +1

Global Trade power +10%

Ambiton:

+20% manpower

Tripoli traditions:

Defensivness + 20%

Religious cb

Ideas:

Garrison size + 30%

Development cost -10%

Inflation reduction 10%

Morale + 10%

Garrison growth + 20%

Merchants + 1

Discipline +5%

Ambition:

Manpower +20%