

NATION BUILDER SUPPLEMENT

By Pure-Interest1958 (Version 1.2)

Greetings traveller so you have managed to get your hands on a kingdom but it's frustratingly sparse in information about how it works. Well, fret not here are 1000 Nation Points or NP for you to customize that kingdom of yours. Now bear in mind that this is only intended for a nation on a single planet. If you want something larger I'm afraid you'll need to hunt for an interstellar nation-builder. This supplement can be used with any other jump where you have acquired either by jump doc purchase or your own efforts to create your nation.

NATION GEOGRAPHY

HOW BIG IS YOUR NATION?

So the first thing we need to determine is the size of your nation.

1) CITY STATE (FREE)

You are in charge of your own independent city state and a few surrounding farmlands, maybe a small village to care for them. Unless you're located in a rather primitive world or possess some powerful incentive to leave you alone you will need to recruit powerful allies to help protect you against aggressors. The reach of your kingdom is generally as far as your armed forces are able to keep people safe..

2) PETTY KINGDOM (-50 NP)



It's not much in the grand scheme of things but you've managed to extend your nation's borders and secure them well enough to be recognized as the legitimate ruler of a small country. Your land stretches roughly 252 square miles surrounding your capital town with a few dozen villages all paying tribute taxes to you. This is roughly the same size as Akrotiri island in Greece. Your

borders may be harder to defend against an aggressive neighbour but travel inside them is much safer with most bandits and dangerous beasts wiped out, at least along the major trade roads

3) PRINCIPALITY (-100 NP)



Your nation is growing from strength to strength and now covers an area roughly 70,195 square miles in size with several major cities and dozens of villages all under your

rule. This is roughly the same size as the country of Ireland. A rule that is widespread enough for you to start seriously considering some form of lesser position to govern parts of it now what should you call them counts, mayors, minions . . . decisions, decisions. Either way your capital is now a large city and you have a significant number of smaller cities, towns and villages under your rule.

4) **PROVINCE (-200 NP)**



Your nation is now large enough few would willingly go to war with you as conquering you would cost more in lives and money than they would recover especially with the issue of rebels and rulers in exile. Your nation covers roughly 296,225 square miles with a few dozen large cities and towns as well as countless smaller villages. This is slightly smaller than the area claimed by the Philippines. Several of the larger ones have begun to develop specialized industry or interests supported by the network of trade between them.

5) **KINGDOM (-400 NP)**



Few there are equal to your nations magnificence, in fact at roughly 492,828 square miles or slightly larger than the country of Turkmenistan you've doubtless been forced to take a step back in rulership relying on those you appoint to oversee the various divisions of your nation as you adopt a big picture approach looking at the overarching issues and the future of

your lands.

6) **EMPIRE (-600 NP)**



You aren't the biggest nation in the world, in fact you're probably not even in the top ten but with roughly 985,656 square miles or slightly smaller than Egypt under your control those who are larger probably have vast areas of their lands undeveloped. Even if that's not the case it's not so much the size of your nation as

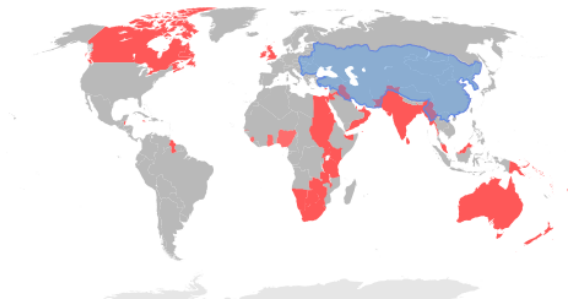
how you develop it. Perhaps you should split off parts of this huge empire to become self-governing leaving you a smaller core to focus on?.

7) **EMPIRE SUPREME (-[200 NP per increase + 600NP])**



If you really want an even larger empire then for every extra 200 Nation Points you can double the size of your domain. For example 800 NP will give you an empire roughly 1,971,212 square miles in size and for 1,000 NP it would be around 3,942,624 or larger than India. For

comparison, that's Turkmenistan in the top middle of the map. For some more examples 3 purchases for 1,200 NP will give you a nation 7,885,248 square miles in area or slightly larger than Australia. A fourth purchase for a total of 1,400 NP will give you a nation 15,770,496 square miles in size nearly twice the size of China or the United states and a mere 1.3 million square miles smaller than Russia. A fifth purchase for a total of 1,600 Nation points will give



you a nation 31,540,992 square miles in size. The British Empire at its height covered 35.5 million square miles spread out over most of the earth and the next largest after that was the Mongolian Empire at 24 million square miles which covered most of Europe, the middle east and Asia. The British

Empire is shown in Red while the Mongolian Empire is in blue.

WHAT IS YOUR NATION'S PRIMARY BIOME?

Now we know the size of your domain we need to know what kind of biome or climate it has. For larger nations Empire+ you may want to purchase more than one biome. You receive one Biome for free and may purchase additional ones for 50 NP each, all five biomes will cost 200 NP. These biome purchases determine the overall nature of your nation but a certain customization is allowed. For example the grasslands biome is predominantly some form of grassland but this doesn't mean you can't include lakes, small forests or mountains in your nation. However a major landmark such as a great lake e.g. lake victoria in Africa or the dead sea in the middle east would require a purchase of the Aquatic biome. The easiest way to tell if you need a specific biome is to ask if the area of your nation will be a major landmark such as the great forest or sahara desert. If yes then you will need the relevant biome, if not like the River Tawd in England then you won't.

1) GRASSLAND

Grassland biomes are characterized by tall grasses and few trees. These biomes are found in areas with moderate rainfall and are home to a variety of grazing animals such as bison and antelope. There are two main types of grassland biomes: savannas and prairies. Savannas are found in tropical regions and prairies are found in temperate regions.

2) FOREST

Forest biomes are characterized by dense trees that provide shelter and food for a variety of animals. There are two main types of forest biomes: tropical rainforests and temperate forests. Tropical rainforests are found near the equator and are home to a diverse range of species, while temperate forests are found in areas with moderate temperatures and have a mix of deciduous and coniferous trees.

3) **DESERT**

Desert Biomes are characterized by very little rainfall. These biomes are home to a variety of animals that have adapted to survive in the harsh conditions, such as camels and snakes. There are two main types of desert biomes: hot and dry deserts and cold deserts.

4) **TUNDRA**

Tundra biomes are characterized by cold temperatures and little precipitation. These biomes are found near the polar regions of the world and are home to animals such as polar bears and arctic foxes in the north, and penguins in the south. The tundra is also found on some mountain tops that remain frozen for much of the year.

5) **AQUATIC**

Aquatic biomes are characterized by water and can be freshwater or saltwater. These biomes are home to a variety of aquatic animals such as fish and whales. There are two main types of aquatic biomes: marine and freshwater. Marine biomes include oceans, coral reefs, and estuaries, while freshwater biomes include lakes, rivers, and wetlands.

HOW EXTENSIVE ARE YOUR NATION'S NATURAL RESOURCES?

Gold, silver, copper, tin, zinc, diamonds, emeralds, rubies and sapphires, uranium, lithium, oil and more are spread throughout the world's crust waiting for the lucky person to harvest them and turn them into useful or beautiful creations. Choose the amount of natural resources waiting in your nation's soil.

1) **ULTRA POOR (+300 NP)**

You have almost no valuable resources in your nation to develop and are likely to only use metals for very valuable items like currency and weapons having none to spare for superfluous things like jewellery.

2) **POOR (+100 NP)**

You have a below average amount of natural resources and the few places in your nation where they can be mined or retrieved are likely to be heavily guarded and secured or mined out if you choose a renaissance or modern era of development.

3) **AVERAGE (FREE)**

You have an average amount of valuable natural resources enough to support your nation's economy though you're unlikely to be known for a vast gold strike and will be more likely to purchase oil and other rare resources from other nations.

4) **RICH (-100 NP)**

You have a lithosphere rich in valuable resources though you'll need to work to extract them. You'll have a few mines that can produce extensive wealth worthy of naming a town after them.

5) **ULTRA RICH (-300 NP)**

Your nation has extensive untapped reserves of valuable resources waiting for

you to collect them. These may be vast gold veins, oil waiting to be tapped, valuable minerals or some other resource to fill your coffers with wealth. If your empire is in the Bronze age or earlier these gems and metals may be just lying around on the surface waiting to be picked up.

NATION CULTURE

HOW POPULOUS IS YOUR NATION?

A rather simple choice here is to determine the number of people who are living in your nation. While this is a fairly simple purchase determining the number of people you will have to start with they are roughly comparable to the nation size levels and will work best in that level e.g. 470 people is a good number for a city state but not a kingdom while nearly 6 million people would be difficult to support in even a modern era city state without heavy trade.

- 1) ***18,195 PEOPLE(FREE)***
- 2) ***545,405 PEOPLE (-50 NP)***
- 3) ***5,380,300 PEOPLE (-100 NP)***
- 4) ***27,727,800 PEOPLE (-200 NP)***
- 5) ***65,975,918 PEOPLE (-300 NP)***
- 6) ***114,763,119 PEOPLE (-400 NP)***
- 7) ***X2 POPULATION (-[100 NP per increase + 400NP])***

WHAT ERA IS YOUR NATION?

Now we know the rough size of your nation, we need to know roughly how advanced it is. Now this is just the average level of technology you have available. Some parts of your nation may be a bit behind the curve or pushing new inventions to pave the way to future development.

- 1) ***STONE AGE (FREE)***
You have mastered the mysteries of carrying the sky fire from where the gods place it to your tribe's fire pits by carrying burning bits of wood. In addition you know how to sharpen bits of rock on other bits of rock to make pointy bits of rock. With some time and effort you may even unlock the secrets of agriculture.
- 2) ***BRONZE AGE (-50)***
With the development of bronze tools and equipment your society has leapt forward. You now are able to write things down so future generations can learn of your wisdom, tend crops and animals to allow cities to be supported. Perhaps it's time to turn your gaze outwards and see if those nearby cities have something your people could use?
- 3) ***RENAISSANCE AGE (-100)***

Leaving your savage and primitive past behind or at least so you say, your nation is experiencing a surge of culture and refinement. Your people are pushing forward in the fields of art, architecture, science, and technology. New sailing ships capable of crossing the great oceans, examining the human body and nature are now acceptable in universities and other places of learning. With time and effort perhaps you could unlock the secrets behind how the world works.

4) **INDUSTRIAL AGE (-200)**

Your nation is now in a period of upheaval and change as it struggles to adapt to the faster pace of life that industrialization has bestowed on you. Factories that can do the work of thousands of men with but a few hundred, increased urbanization supported by farms tilled by tractors and processing plants capable of converting entire herds of cattle into meat for the hungry mouths of your citizens. A rising working class and universal education means every man on the street has opinions on how their better are running things, better watch your step or unrest might spill over into revolution.

5) **MODERN AGE (-300)**

Your nation is now what people in the 21st century called a 1st world country. Telephones allow communication of information in an instant and your people are watching your actions on computers in their homes. Your every slip or triumph is undeniable as witnessed by those not just in your nation but around the world . . . well unless you have chosen to be far more advanced than your neighbours.

HOW ADVANCED IS YOUR NATION?

Now the above is just a rough guideline. We all know there are far too many different technologies and areas for you to customize every single area of your nation. So we offer you the ability to fine tune the above by purchasing upgrades or downgrades. With the above options your nation is a general example of that type of civilization not the most advanced or the most primitive. You are able to change this category in any one area of your nation e.g. communication, military technology, education, farming, industry, etc as follows . . .

- 1) You can downgrade one area to the previous era in exchange for 100 NP. For example an iron age civilization in an isolated area could choose to downgrade their military technology to bronze age weapons and armour trusting in the mountains around them to keep attackers away.
- 2) You can downgrade your development to a - and receive 50 NP to spend elsewhere. For example a renaissance society that chose to be a - in military technology could still be using bows and arrows, plate armour and other medieval weaponry while facing cannons and guns.
- 3) By spending 50 NP you can make your civilization a + in one area. For example modern age civilization with a + in military technology could be one

of the most advanced developers of modern weapons of war. Capable of facing any engagement where they aren't outnumbered with a confidence of being able to come out on top.

- 4) By spending 100 NP you can upgrade one area to the next stage of development. For example a bronze age society could upgrade their military technology to iron age weapons and armour having found a way to process and develop them giving them an advantage over their enemies.

No area may be downgraded past stone age or upgraded past Modern +.

HOW IS YOUR NATION GOVERNED?

So there are quite a few different means by which a nation can be ruled and you'll need to select one. Below are a few standard options and another for if you want a variation e.g. to be a dictatorship or constitutional monarch rather than a sovereign monarchy, it can also be used if you want a completely different option like a hive mind for a nation of insects.

1) MONARCHY (FREE)

This style of government features a monarch who acts as the head of state and is in charge of the kingdom, often with dukes, earls, and other nobles below them that control portions of land and send tithes to their monarch. A monarch could be known as an emperor, raja, caliph, sultan, king/queen, or any other title. This title is often passed down hereditary, but a kingdom might have a special way of passing it down to someone they have deemed 'worthy'. Then again, the ruling monarch may simply select who will inherit their title next upon their death, something that probably wouldn't happen until their death bed so they do not have to worry about their successor trying to remove them early.

2) REPUBLIC (FREE)

This form of governance places power in the hands of representatives who are elected by the people of the nation. This might mean everyone gets a vote or it could just be the landowners, the rich and powerful or those who have earned a "Citizen" rank by contributions to the nation who get to vote. The representatives would then vote on laws, decide on the budget for the nation, and everything else that is involved. In some cases, the republic could elect a ruler to oversee the large picture of the nation. This could put the ruler above their control, or they could have very firm control and keep them on a very tight leash.

In some cases, it could be that a republic is made up of city-states whose representatives are those who lead each of the cities. They have made a pact to have a central government that watches over all of the cities, forming a partnership of separate peoples.

3) ***OLIGARCHY (FREE)***

Power is in the hands of only a select few, be it nobility, military, or some other unique sect. Oligarchies often pass from one family to another, each one inheriting it from their ancestors. This could be multiple families or a single sect who decide on every action of the nation, either because it is written in law or because of political manipulation. The common people have no say in what happens in their nation and must accept whatever decisions the nation makes. Even rich and powerful members of the nation may have little to no say if they aren't able to gain the ear of whichever sect or family is in charge.

4) ***THEOCRACY (FREE)***

A deity or religious leader is in charge of the nation, often enacting the laws of their religion as laws for every member of the nation, regardless of religious beliefs. A king could be ordained by a temple leader, their power stemming from being chosen by a god, and could be taken away from them if they are not holy enough for the church. It might also be that only the highest-ranking priest is allowed to dictate the laws of the city, claiming that a divine being is granting them, and others who will follow them, guidance on how best to lead the nation. This can also be a variation of a monarchy where the ruling family is said to be/are mortals descended from a god and their right to rule stems from that fact. Depending on the nature of this descent they may very well be demi-gods in their own right.

5) ***CONFEDERATION (FREE)***

This is the union of states or nations under a single banner, often through a treaty or binding document. Typically, a confederation is only formed for dealing with very specific objectives, like military threats, internal trade, or some other common ground that all participants agree to. Outside of those areas defined by the treaty, the states act as they want and enact their laws so long as those laws don't impose on the treaty they have signed to be a part of a confederation.

6) ***OTHER (FREE)***

If you want something that is a variation of the above systems or something unique of your own design then this option will let you rule your nation under this system such as being a kingdom of magical constructs that serve the archmage who created them and is the only real person in the entire nation barring ambassadors and visitors.

HOW UNHAPPY IS YOUR NATION?

Of course outside of hive minds and other similar nations there are very few places that are truly unified behind one person as differing views and opinions are put forward by its inhabitants. However there is a difference between a civil debate and outright conflict over these differences of opinion. Your options here will determine how fractious your population is and how tenuous your control truly is.

1) **REBELLION (+600 NP)**

Your nation has only one hope left. You must crush all opposition and enforce your ruler as the sole source of power as the people have risen up in rebellion. The various factions of government have enlisted their own forces and are in open war against each other and you while the people's armies march on your known location only willing to settle for your head, removed from the rest of your body of course. Brother turns against brother, parents against children as your nation has collapsed into total anarchy from which only the strongest will rise to power.

2) **HIGH (+400 NP)**

Your nation is on the verge of collapse if you don't do something now, or perhaps it is already too late. The people have lost all faith in the systems, crops are rotting in the fields, factories sit silent and in the shadows political rulers are engaging in illegal actions to remove rivals all the way up to having them assassinated.

3) **TURBULENT (+200 NP)**

Things are starting to unravel for you in your position as ruler as now more and more people are walking away from their jobs and protesting outside of the centers of government. Penalties and tradition are no longer enough to make them accept what is in their views a bad offer. Behind the walls of government disagreement between rulers are turning to outright assaults. While still not physical in nature now they seek to discredit and remove those who disagree with their views rather than reach a compromise.

4) **LOW (+100 NP)**

There is a small degree of dissatisfaction with the current rulers although the general population is still mostly accepting of the system itself. They may be even satisfied with the current rulers changing certain policies such as extending the vote to everyone with an annual income above a certain point. You will likely see the occasional protest march and groups gathering to discuss how things could be better. Not a major concern for someone in a position of power yet as it will probably subside with a few minor decisions that won't upset the apple cart.

5) **STABLE (FREE)**

The nation is at peace while there is some crime and politicians may vehemently disagree on the best course for the nation but will generally try to find a compromise that both sides accept. No one is really interested in changing the system, even those who aren't happy with the current state of affairs are happy to go through the proper channels to see the situation changed, even if that channel happens to be a bribe to the right family.

HOW UNIFIED IS YOUR NATION?

As mentioned above, few places are truly unified behind one vision for the future. Even if a particular group has a firm grip on government there will typically be an opposition party even if said opposition is between two wealthy families competing to

benefit themselves. Below are a series of factions representing the different political parties present in your nation. These are the major groups at the rulership level there may be smaller or less popular factions but the ones chosen here are powerful enough to make their voice heard and will typically require the support of several to get your ideas implemented.

Now how these work is a little complicated so bear with me. First you need to go back to your nation's population and see what level it is, for example level 1 is 480 people while level 8 would be 459,048,476 people. That level is the default number of opposing factions present in your government in addition to your own. You must choose one faction from the list below for each level of your empire's population that will be represented in your government. Whether this is by different states with different outlooks in a confederation or the crown prince arguing with his father the King.

However you can reduce this number by paying 100 Nation Points per faction. For example if your nation was at level 8 with factions for a cost of 300 nation points you can reduce that number to 5 factions plus the one you lead. You can purchase down to zero opposing major factions but this should only be done if you are a hive mind or other similar nation as even a city state is likely to have at least one opposing party to the one you lead. In addition you may if you want more points take extra factions above the default minimum for 100 Nation Points per faction up to two times your size level. For example a Province must have four opposing factions in addition to your own, you could take eight opposing factions for a total of +400 Nation Points. You may take even more opposing factions if you wish but these will not be compensated.

These are called opposing factions but this just means you are not leading them. They may oppose you on some issues and support you on others depending on their views just like any government party. They can go by a different name in your nation e.g. conservatives could be called Centrists, Republicans or Crown Royalists but their general political mindset would remain consistent. Some factions can be taken multiple times e.g. religious could be a general view that faith should be a part of government or it could be linked to a specific type of faith such as worship of the demi-god royal family who are obviously superior to normal people due to their divine blood.

1) LIBERAL

These factions typically focus on the rights of the individual and will support ideas that benefit individual rights and choice over government mandated control.

2) CONSERVATIVE

Conservative factions will tend to support ideas that preserve traditional institutions, customs and values. They are slower to adopt new ideas

especially those that would change or destroy the way things have always been done.

3) *SOCIALIST*

Socialist Factions will tend to focus on group control of resources and then assigning those resources according to the needs of the moment. For example a government having control of the water and power supply in a city and providing it to the people is the best method as the government has the ability to determine where the water and power will be used best.

4) *COMMUNIST*

These factions believe that all beings are inherently equal and thus the government should work to eliminate these differences with everyone working to their capability and sharing in the results according to their needs.

5) *POPULIST*

These factions typically spring up when there is a perceived gap between the people and the elite. They will work to try and narrow that gap through such means as allowing all people of a nation to vote, higher tax rates for rich individuals and other endeavours that will in their mind pull down the elite and build up the people.

6) *NATIONALIST*

Factions that feel the true state of a nation is to be indivisible from its state and free of outside influence. They will often support ideas that encourage people to have a say in their governance or keep outside nations from having a say in their nations actions. They also will tend to oppose their nation having a say in other nations affairs.

7) *RELIGIOUS*

A religious faction believes that religion and faith should have a strong say in how a country is governed. As faith allows one to live a superior lifestyle it obviously is more suited than other political options to create a superior government.

8) *OTHER*

These are just the generic most common factions that tend to spring up but they have countless variations and there are many more that develop in response to specific goals and needs in a given nation. If you need, or want a faction that is present here feel free to take this option.

WHAT IS YOUR NATIONS AESTHETIC?

Every nation has their own unique style in their artwork and architecture but there are general overarching themes that remain consistent. Below are some broad examples to help you get an idea how you want your nation to look.

1) *WESTERN DESIGN*

The architectural styles that have evolved in the Western hemisphere, encompassing Europe and North America, are collectively referred to as Western architecture. It is distinguished by a concentration on symmetry,

proportion, and utility. The use of materials like concrete, brick, and stone is a hallmark of Western architecture. Western architecture was invented by the ancient Greeks and Romans, whose influence may still be evident in contemporary Western architecture.

The use of columns, arches, and domes is one of the distinguishing characteristics of Western architecture. These components serve as ornamental aspects in addition to supporting the structure. The use of complex embellishment, such as carvings and sculptures, is another hallmark of Western architecture.

2) *EASTERN DESIGN*

The architectural design that originated in Asia, including China, Japan, and India, is known as Asian architecture. It is distinguished by its emphasis on harmony, the natural world, and symbolism. Asia is renowned for its use of bamboo, wood, and other organic materials in its building. Asian architecture was first developed by the ancient Chinese, Japanese, and Indian civilizations, and their influence may still be observed in contemporary Asian architecture.

The usage of roofs with curved lines is one of the distinctive elements of Asian architecture. These roofs are utilized for decoration as well as to blend seamlessly with the surrounding environment. Asian architecture is also renowned for its exquisite carvings and paintings, many of which feature depictions of plants and creatures from the natural world.

3) *AFRICAN DESIGN*

African architecture is incredibly diverse, reflecting regional variations in climate, materials, and cultural influences, with common characteristics including the use of local materials, vernacular design, and adaptation to environmental conditions. A common theme in traditional African architecture is the use of fractal scaling: small parts of the structure tend to look similar to larger parts, such as a circular village made of circular houses.^{[\[1\]](#)}

African architecture uses a wide range of materials, including thatch, stick/wood, mud, mudbrick, rammed earth, and stone. These material preferences vary by region: North Africa for stone and rammed earth, the Horn of Africa for stone and mortar, West Africa for mud/adobe, Central Africa for thatch/wood and more perishable materials, Southeast and Southern Africa for stone and thatch/wood.

4) *MIDDLE EASTERN DESIGN*

Middle Eastern architecture, particularly Islamic architecture, is known for its intricate geometric patterns, grand pointed arches, domes, and decorative artwork like calligraphy, often seen in mosques, palaces, and other public buildings

It has several distinct characteristics in the form of buildings and in the decoration of surfaces with Islamic calligraphy, arabesques and geometric motifs. New architectural elements like minarets, murgamas and multifoil arches were invented. Common or important types of buildings in Islamic architecture include mosques, mudrasa, tombs, palaces, public baths, hospices, commercial buildings and military fortifications.

5) **ELVEN DESIGN**

Elven architecture revolves around a whole forest that is actively designed and managed to fit their desire to maximize life and their low emphasis on technology and artifice

Their actual structures could be simple and open, designed for comfort while sitting or sleeping (or storing things or conducting trade), but otherwise just being elegant additions to the surroundings. A grove of spindly trees trained into a gazebo shape, giving a good view of a particularly lovely waterfall or a house that is built into a living tree.

6) **DWARVEN DESIGN**

Shaped by the mighty mountains they call home, Dwarven architecture is almost unique in that it is entirely geometric with no curves or any rounded forms. The mighty caverns they call home have a crystalline shape with sharp edges and harsh angles that with nothing to soften their impact.

NATIONAL PERKS

Well things are going well you now know the size and population for your nation but perhaps you'd like to buy some special benefits to make it a bit more unique.

1) **AGRARIAN (-50 NP)**

Your people have a deep connection to the land and tend to design their cities with extensive green spaces and respect for the natural landscape. They will become annoyed with anyone who litters or otherwise harms the natural environment.

2) **COLONY (-50 NP)**

If your nation extends beyond what you have purchased here, such as having interstellar properties you can use this perk to insert just this small part of your nation in a world as a "colony" of your nation and have no one question the absence of the greater nation it is part of. They will know they are dealing with simply an outpost or colony of a greater civilization but never question the absence of that nation.

3) **CONSERVATIONISTS (-50 NP)**

Your people don't like wasting their resources. This affects both their personal behaviour making them less likely to throw away something if it still does what they need it too even if there is a newer and better model available. It also

means as a culture they have strong recycling and reuse programs to avoid wasting materials.

4) **UNUSUAL GEOGRAPHY (-50 NP)**

Your society has managed to find an unusual quirk of the natural world allowing them to thrive in an area where normally this wouldn't be possible. For example a nation high in the mountains might be near to an active volcano. The warmth from the lava flowing underground not only creates numerous hot springs but creates a fertile and warm area amidst the frozen peaks where life can thrive.

5) **EFFICIENT BUREAUCRACY (-100 NP)**

Your government has clean, efficient and regularly reviewed processes and procedures that make its functions run smoothly for even the most inexperienced outsider trying to take advantage of them. This reduces all your government costs by 15% and reduces the time for any project by 10% as your government staff work hard to get everything done as quickly as possible and under budget.

6) **INDUSTRIOUS (-100 NP)**

Your people have a strong work ethic, while they are happy to relax and have fun when they are given a task to do they will perform it to the very best of their ability. Things are not likely to slip past your inspectors because it's easier to just assume someone else did their job.

7) **ISOLATED (-100 NP)**

Whether by high inhospitable mountains or vast oceans your nation is isolated from their nearest neighbours. Although this can make trade difficult it offers a natural defence against invasion as any troops will have to reach you first.

8) **COMMUNAL (-100 NP)**

Your people are cooperative and amicable, always happy to lend each other a hand. They will organize easily putting their personal desires aside when necessary to complete a task. Though they won't hesitate to offer advice if they see a way to help achieve a better result. They are also more comfortable living in large groups.

9) **CONFORMIST (-100 NP)**

Your people are very homogenous in their outlook and view those who stand out as a problem more than a benefit unless they stand out in an approved way such as being successful at business. They also tend to be more likely to heed government edicts and decrees.

10) **CREATIVE (-100 NP)**

Your people are naturally inventive and will often come up with new ideas or concepts. Although this will rarely be revolutionary (creating a new field of endeavour or a great leap forward in technological capability) rather than innovational (improving what already exists such as replacing bronze tools with iron) they come up with a wide variety of cultural products such as books, plays or artworks.

11) **GOVERNMENT MONOPOLY (-100 NP)**

Your government has a monopoly on some area of your nation's infrastructure. This may be the entertainment system, mining in valuable areas of land or the flow of information to your people.

12) **PATRIOTIC (-100 NP)**

You're people believe they live in the best nation on earth and have no interest in changing that. Sure the barbarians beyond your borders may come up with the occasional good idea like using a tree to hurl large rocks at castle walls but that just proves why you are better than them. You don't let pride get in the way of adapting a good idea, with the improvements your own genius brings to it of course. Your population is resistant to outside attempts to stir up unrest and dissent only the most sophisticated and persistent propaganda schemes, getting them to break from the general attitudes of the nation.

13) **42 DEGREES INWARD OF NORTH (-200 NP)**

Your nation is located in its own private dimension rather than the material world. The access to your nation must be determined when first creating it and may range from the highly specific such as any member of the monarch's (you) bloodline can open a portal to and from it or a tunnel in a mountain leading to a seemingly hidden valley to the general any ring of mushrooms or specifically built bridge can allow access to a corresponding part of your nation.

14) **GOVERNMENT CRIME (-200 NP)**

You looked at the world of crime and thought we can't get rid of it so why not control it. A secret department of your government has control of powerful criminal organizations that eliminate any unapproved criminals while conducting specific quota's of murder, robbery and other crimes. Enough your people will understand how bad it is but not so much as to truly threaten your official law enforcement organizations ability to protect people. It's rather like an injection to teach a body to fight a virus in controlled circumstances. This also brings in some black book profits to your government, allowing you to keep out certain types of crime such as slavery and other benefits. Just make sure your cutouts between the heads of your families and the ~~seapegoats~~ lieutenants are solid.

15) **RARE RESOURCE (-200 NP)**

Your nation possesses in its borders a very rare, some would say magical resource this might be vein's of mithril, a meteorite of vibranium or wandwood tree's. Even if this resource is not something naturally growing like a metal you can treat it as though it is allowing it to slowly regrow if you don't over harvest it.

16) **UNIFIED (-200 NP)**

Your people think with one mind, yours. This perk should only be taken if you are in charge of a hive minded species like an evolved group of ants, a group of telepaths with a gestalt mind formed from their thoughts, a group of magical constructs that respond only to your will or some other similar species that all serve your goals and desires above all else. This may disturb some species.

17) ***SUPERNATURAL KINGDOM (-300 NP)***

Your nation has a portion of its people able to use supernatural powers whether these be magic, psychic abilities, superhero powers, a gamer system or are simply a magical species like spirit folk or a village of talking intelligent animals whose ancestors were cursed.

18) ***GOVERNMENTS ALWAYS SHOULD HAVE A BACK UP PLAN (-300 NP)***

You are responsible for the safety and well being of your people, or maybe you just want to live in a safe, secure nation. This perk can help you achieve that by causing two effects.

A) The first effect is to create a redundant backup network that will continue working even if something were to interfere with the main one. A broken water main or downed powerline would not affect your peoples water or power as the backup network picks up the slack. A natural disaster sending hundreds of people to the hospital would find beds and staff waiting to receive them. No one will question where this network is the rest of the time. Though you do need to keep the main network in good condition and built to work; no placing a dam in an area with no water or leaving the power line down as it doesn't matter. This will cause your backup network to disappear. Similarly deliberate sabotage will take down the back up along with the main.

B) The second effect is that once every ten years you can touch the item and decree you are upgrading your network. This will upgrade your entire system and how it is managed to any system currently in wide use by its people. No lost tech or other systems that people use with no idea how to repair or replace it if it fails. As long as they do understand it, however, you can make the decree and not only will your main network upgrade e.g. copper wiring to fibre optic, but your people will gain the knowledge to maintain and build that network as if it had been upgraded normally. No one will question this happening. Any upgrades done in this manner are retained in future jumps.

19) ***RIP VAN WINKLE (-300 NP, REQUIRES 42 DEGREES INWARDS OF NORTH)***

Your nation doesn't have a firm connection to the material world and time flows at a rate of 100 to 1. You can choose whether this means 100 years in your realm is just a day in the material world or 1 day in your realm means a hundred years pass in the material world.

No this is not a benefit, your thinking of personal crafting imagine your ambassadors and traders passing through the gateway and by the time they return everyone they knew and loved is dead and their nation has jumped a hundred years or more further into the future.

NATIONAL SERVICES

These items provide a network for your government to provide a service for your people. They are designed to match the technology level of your nation e.g. a stone age transportation network might just be a series of easy to traverse animal trails. They are all discounted by 50% for industrial nation level of development and free for first world nations.

1) ***POWER NETWORK (-50 NP)***

A power distribution network consisting of various power plants, substations and power lines to ensure a steady uninterrupted supply of power anywhere in the nation.

2) ***WATER SUPPLY (-50 NP)***

This series of large water reservoirs, pumping stations, filtration stations and pipes provides water to your settlements.

3) ***TRANSPORT NETWORK (-50 NP)***

Your nation has an efficient and extensive mass transportation in your nation whether this be mail coaches, buses, trains or something else. It allows relatively cheap and convenient travel both within your nation's cities and between them.

4) ***DEPARTMENT OF EDUCATION (-100 NP)***

Your education system is strong and focused on raising children to think and reason for themselves. Rote learning has its place but you are teaching the leaders of tomorrow not sheep who will trot along never trying to be more. This provides a full education system from kindergarten to university and technical training.

5) ***MEDICARE (-100 NP)***

Your nation has a series of hospitals and other medical services supported by taxation allowing for its people to receive medical treatment at relatively cheap costs and in a reasonable time frame at least for life threatening issues.

6) ***AGRICULTURE (-200 NP)***

Your nation has extensive farms growing fruit and grain crops, raising dairy and other animals as well as producing secondary products like cheese or wines.

7) ***MASS PRODUCTION (-200 NP)***

Your nation has a large number of factories and processing centers allowing it to produce both large amounts of raw goods such as steel, concrete or glass but also finished products such as cars, televisions or tractors.

NATIONAL ITEMS

These items can be purchased for your nation, items such as the national defense force are adjusted to fit with your nation size and development. Any upgrades made to these items remain in future jumps.

1) *CENTER OF GOVERNMENT (-100 NP, -200 NP)*

This is not just a place where your parliament or other form of government meets to decide the future of your nation. It is a place that is iconic and well known such that to your people simply mentioning the government will also bring it to mind.

- A) For 50 NP this is a normal house where the leader of your elected government resides such as “10 Downing Street” for the British prime minister's official residence and offices.
- B) For 100 NP this house has been upgraded to a landmark in its own right such as the white house in the U.S.A. Although the basic function remains the same, providing a residence and office for the elected ruler of your country, the greater size and unique architecture allow for more dedicated functions to be performed.
- C) For 200 Nation Points you have a palace worthy of a monarch or emperor such as Buckingham Palace in England. With extensive residential facilities, offices and room for the staff taking care of your ruler.
- D) For 300 Nation Points you have a full complex such as the Imperial palace of Japan which is set in its own private area of Tokyo and contains multiple wings, buildings and even parklands that are designated as a national park.

2) *CROWN JEWELS (-50 NP)*



Your nation has a fine selection of crown jewels ranging from the sword of their first ruler through to ornate crowns and other items donated by other nations. For nations that still have a functioning monarchy a set of these may be dedicated for use in coronation ceremonies while for nations without a

monarchy they may just reside in a museum for tourists.

3) *ICONIC MONUMENT (-50 NP, -100 NP)*

Your nation possesses an iconic monument that may be a natural formation such as a giant canyon or a man made one like a giant banana. Regardless of its nature it can provide a useful draw for tourists. For 100 NP you may purchase ONE national monument. This is a monument that is tied in the mind of other nations with yours. So that someone thinking of your nation also thinks of that monument such as the Eiffel Tower or Sydney Opera House.

4) *NATIONAL MINT (-200 NP)*

An authorized national mint licensed to produce official currency and smelt precious metals into ingots.

5) ***NATIONAL DEFENCE FORCE (-300 NP)***

You have a well trained and organized defence force that serves the nation rather than individual rulers and nobles. These troops can be divided up as you like according to your level of development such as a Royal Guard and Imperial Army or Army, Navy, Air Force, Marines, Coast Guard. Regardless of its size and organization these troops are all well trained and equipped.

NATIONAL DRAWBACKS

Well things are going well you now know the size and population for your nation but perhaps you'd like to buy some special benefits to make it a bit more unique.

1) ***COLONIZED (+50 NP)***

Your nation is controlled by another more powerful one. Their troops patrol your lands and you must have their approval for any choices or actions you take. This may be a mostly benevolent control leaving your nation largely to its own devices beyond laws needing to go through the nation whose empire you're part of or it may be a harsh occupation where their officers sit in control over your people.

2) ***NON-ADAPTIVE (+50 NP)***

Your people have a deep resistance to change going beyond merely traditional to an active reluctance to change unless it is absolutely necessary. Sure they say lead pipes are bad for your health while copper ones are good but my granny never complained about her lead pipes

3) ***WASTEFUL (+50 NP)***

You're people see no need to be careful in their usage of items. There's always plenty more readily available. On a personal level they'll generally toss out food and drink after hardly using any. On a wider level they'll resource far more to a job than is needed to complete it both in materials and people then toss anything left over afterwards rather than saving it for another job.

4) ***BYZANTINE BUREAUCRACY (+100 NP)***

Your government's structure and organization is excessively complex and confusing even to those who use it on a regular basis. You need to fill out form 17 A in triplicate which must be filed with four separate departments in order to requisition form 227 A which can then be filed with the help of department sixteen on Monday and Tuesdays of every second alternating month in order to get the blue, green and pink forms which can be filed in turn with reception in order to receive a black pen. Of course anything more valuable is naturally more complex in order to ensure that there is no hint of fraud or corruption with your workers. This will increase all your government costs by 20% and time to complete a project will be doubled.

5) **FOREIGN MONOPOLY (+100 NP)**

Some foreign power has a monopoly on some area of your nation's resources. This might be the purchases of military equipment, certain valuable minerals you can't produce at home or a vital medicine you don't have the ability to produce yourselves.

6) **HOSTILE GEOGRAPHY (+100 NP)**

This is not a good spot to live but it is your home. The land where you built your nation is inherently hostile to your presence. This might be in the form of regular strong earthquakes or hurricanes, perhaps the animal life is especially deadly or maybe it is just unbearably hot with temperatures forcing you to hide from heat of the day limiting the time you can work outdoors. Whatever the reason it will take more effort to establish a thriving nation amidst these harsh shores.

7) **QUARRELSOME (+100 NP)**

Your people are distrustful and socially combative, often arguing over the simplest of things. Some of this is just enjoying a good argument but some of it is a genuine dislike of other people and not wanting to have to deal with them. They are more likely to prefer being able to live away from other people and will not like living in cities with large amounts of people.

8) **UNRULY (+100 NP)**

Your people are very divided in their outlook and view those who seek conformity as weak sheep. They will rarely be willing to accept "Because I said so" as a valid explanation and will question or argue with any kind of instruction until they are fully satisfied as to why they're being told to do things that way. Then they will demand why you aren't doing it in what they feel is a better choice.

9) **DECADENT (+100 NP)**

Your people have come to understand a simple maxim: "When there is hard work to be done, it's best done by someone else." They will generally try to get around doing the minimum amount of work they can, even working harder to avoid work than doing the job will require. Anything they produce is likely to be "good enough" and if they can palm some of that job onto someone else either to be done, or blamed for it not being done then that's even better.

10) **MOUNTAINOUS (+100 NP)**

These may be actual mountains, vast swamps, dangerous inhospitable arctic reaches or some other area that is prohibitively expensive to develop. Whatever it is, a large part of your lands are effectively non-existent as you are unable to settle or develop them.

11) **UNPATRIOTIC (+100 NP)**

Your people don't really attach that much importance to their own nation as they're all pretty much the same aren't they. They are quick to respond to outside attempts to sway their loyalty and opinion making it easier for people to stir up unrest inside your nation.

12) **NEPOTISM IS THE BEST ISM (+200 NP)**

Your nation has a fine old tradition of finding jobs for the least competent relatives in the government, in several cases even creating new ministries for them to work for. This has resulted in such important ministries as the ministry for silly walks, the ministry of heights and measures (dedicated to such important questions as defining how many minutes constitute soon, in awhile and later) and the board of tea experts (who need to taste test every imported tea to ensure it meets the standards for taste and smell). All of which wouldn't be so bad but for some reason anyone appointed to these departments suddenly become eager, dedicated go-getters who work countless hours of unpaid overtime to promote and enforce the ministries goals to the detriment of the actual important ministries. This results in constant government overruns and spending on useless projects increasing your government's annual expenses by 52% every year for no gain and generating a 10% chance of any government project like a new railway to be blocked by one of these ministries. It will also make your nation a bit of a joke on the international stage.

13) **ORGANIZED CRIME (+200 NP)**

The criminals in your nation are organized and powerful with multiple law enforcement officers on their payroll. Although your cities do operate largely peacefully this is because those in charge view chaos and bad for profits. It will take a considerable effort on your part to clean up the streets and ensure justice not bribery is served in your court rooms.

14) **SCARCE RESOURCE (+200 NP)**

Your nation is lacking an otherwise common resource. This might be very small metal reserves forcing you to buy most of it from other sources or it might be limited land suitable for farming Whatever it is you will need to figure out a way to deal with this shortfall for the next ten years.

15) **KINGDOM OF MONSTERS (+300 NP)**

Your nation has a large number of predators that feast on people. These may be natural creatures like lions, tigers or bears or they may be supernatural predators like wendigo, vampires and werewolves. Either way your people tend to cling to the cities where they are slightly safer, fearing to venture out into the woods and plains where monsters wait.

Version 1.1

- 1) Fixed multiple drawbacks costing points rather than giving them.
- 2) Revised text on biomes to make it clear you have a certain freedom in customization on them.
- 3) Added purchases of "Empire Supreme" to equal the United States, China, Russia and Australia as well as the British and Mongolian Empires for comparison purchases.
- 4) Revised numbers of population for the two lowest purchase levels.
- 5) Added "National Mint" to national treasures.

Version 1.2

- 1) Reorganized document structure
- 2) Added "Byzantine Bureaucracy" drawback.
- 3) Added "Nepotism is the best ism" drawback.
- 4) Added "Rip Van Winkle" Drawback.
- 5) Moved extra effects of national treasures to "Governments should always have a back up plan" perk.
- 6) Added "42 degrees inwards of north" perk.
- 7) Renamed Treasures to services and redesigned them to provide services to your population.
- 8) Added National Items section.
- 9) Added a "Crown Jewels" item.
- 10) Added "Added National Defence Force" item.
- 11) Added "Iconic Monument" item.
- 12) Added "Center of Government" item.