

## NS Cliches: Rebooted

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**Kiu Ghesik**  
Powerbroker

Posts: 9373  
Founded: Aug 25, 2020  
Democratic Socialists

by **Kiu Ghesik** » Fri Mar 12, 2021 9:26 pm

**L-453 wrote:**

YOU MADE A SCIFI NATION WITHOUT LISTING THE EXACT ENERGY REQUIREMENTS AND OUTPUTS OF YOUR LASER WEAPONRY? YOU MADE A SCIFI NATION BUT DIDNT EXPLAIN HOW AN ANTIMATTER REACTOR WORKS IN COMPLETE SCIENTIFIC DETAIL???

HOW DARE YOU! YOU SHALL BE DESTROYED FOR YOUR SCIENTIFIC ILLITERACY AND INABILITY TO COMPREHEND THE BASIC MATHEMATIC CONCEPTS REQUIRED TO BUILD A FUSION REACTOR. NOW GO AND WRITE A THESIS ON HOW YOU CAN COLLECT ZERO POINT ENERGY AND THEN PROVE THE HEISENBURG UNCERTAINTY PRINCIPLE.. IDIOT!!

Effortposting is great and cool but unless the sci fi writer is a literal astrophysicist and mathematician then don't expect the ultra high quality super space accurate posts. Maybe this is just me trying to tell myself to shut up because I'm clueless when it comes to astrophysics formulas and thus criticise myself constantly as I don't know a lot of things about spess.

Oh well.

tbh half of my knowledge of astrodynamics comes from ksp.  
...i'm not proud.

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\* **THE GREAT KIU - EJADRIR DEGHEU GIYEF**  
**KHUDEYVH. \***

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**Miku the Based**  
Diplomat

Posts: 665  
Founded: Dec 03, 2020  
Ex-Nation

by **Miku the Based** » Fri Mar 12, 2021 9:31 pm

**L-453 wrote:**

Effortposting is great and cool but unless the sci fi writer is a literal astrophysicist and mathematician then don't expect the ultra high quality super space accurate posts. Maybe this is just me trying to tell myself to shut up because I'm clueless when it comes to astrophysics formulas and thus criticise myself constantly as I don't know a lot of things about spess.

Oh well.

It is better to admit to ignorance than to claim wisdom and knowledge on stuff you don't know anything about. So expect people to rightly criticize you for making inaccurate claims.

January 8th, 2021 — I vow not to respond to anyone 00€IC/OOC I'm 100% serious



**Comerciante**  
Diplomat

Posts: 646  
Founded: Dec 25, 2020  
Ex-Nation

by **Comerciante** » Fri Mar 12, 2021 9:36 pm

I don't even know what the laws of thermodynamics are.

That's why they can't stop me from making bullet fast!

*"Rumors of CFC affiliates building superweapons in orbit over Earth is fake news. Watch groups have corroborated this even though it would be to quote the BoD "totally rad."*

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[Warlord Era in a nutshell](#)



**Aeternum Directorate**  
Civil Servant

Posts: 6  
Founded: Mar 05, 2021  
Ex-Nation

by **Aeternum Directorate** » Fri Mar 12, 2021 9:53 pm

L-453 wrote:

YOU MADE A SCIFI NATION WITHOUT LISTING THE EXACT ENERGY REQUIREMENTS AND OUTPUTS OF YOUR LASER WEAPONRY? YOU MADE A SCIFI NATION BUT DIDNT EXPLAIN HOW AN ANTIMATTER REACTOR WORKS IN COMPLETE SCIENTIFIC DETAIL???

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Oh well.

But what if you actually *like* working out how your sci-fi tech would work?

Personally I prefer a more hard-science approach than comic book-style science-fantasy, but I also understand that such things take a fair bit of effort to actually work out and that a lot of people have better things to do, so I try not to be too nitpicky. After all, I'm certainly not going to be writing any papers on laser weapons or fusion reactors.



**Zeloria**  
Envoy

Posts: 213  
Founded: Apr 21, 2020  
Left-wing Utopia

by **Zeloria** » Sat Mar 13, 2021 12:56 am

Kiu Ghesik wrote:

less of a cliché and more of a bitching complaint on my part but one of the downsides of using a hub factbook with any content in it whatsoever is that certain people will exclusively select content from that hub without bothering to do any digging whatsoever on their own in threads about the an's factbooks. it's insanely frustrating, but you can't really do anything about it in good faith because, well... they are still playing by the thread's rules.

it's just annoying to see the same two or three lines from your factbooks cited over and over again because people can't be arsed to scroll down.

One idea I have for making people actual read the long factbooks, is giving it some images. Its even better when these images make the reader curious enough to actual read the text so it has more context with what is going on in the picture. I'm actual making a pretty long text for a factbook/dispatch right now, and I don't know how many people are actual going to read the entire

2833-long worded document, but what I do know is that pictures require less of a long attention span.

AeternumDirectorate wrote:

[  
But what if you actually *like* working out how your sci-fi tech would work?

Personally I prefer a more hard-science approach than comic book-style science-fantasy, but I also understand that such things take a fair bit of effort to actually work out and that a lot of people have better things to do, so I try not to be too nitpicky. After all, I'm certainly not going to be writing any papers on laser weapons or fusion reactors.

I try to make my setting semi-hard/semi-soft/semi-idk. I am not an astrophysicist, but I know enough of space to make space-combat kinda realistic. There is for instance no dogfighting in space, thats more for combat in-atmosphere, combat in space is more akin to how space-combat works in Space Engineers, where you need thrusters on every side to actually be maneuverable.

Last edited by Zeloria on Sat Mar 13, 2021 1:02 am, edited 1 time in total.



**Federal Spanish States**  
Spokesperson

Posts: 137  
Founded: Feb 19, 2019  
Moralistic Democracy

by **Federal Spanish States** » Sat Mar 13, 2021 1:10 am

Kiu Ghesik wrote:

L-453 wrote:

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Oh well.

tbh half of my knowledge of astrodyamics comes fromksp.  
...i'm not proud.

*whaddy mean you shouldn't be proud of building rocket for great Kerbalkind that actually works? whaddy mean?*

Yeah, that might be a same from me, to be honest. Then again, I'm not really planning to write FT/FFT nations at all, so I guess it doesn't really matter that much to me. Would be nice to know more about 'em, though.

Last edited by **Federal Spanish States** on Sat Mar 13, 2021 1:11 am, edited 1 time in total.

Yesn't signature.

The consequences of the creation of NSG have been disastrous for NS as a whole. NSG Delenda Est.

Random shit that FSS says



**Old Tanokiana**  
Envoy

Posts: 318  
Founded: Jan 18, 2020  
Psychotic Dictatorship

by **Old Tanokiana** » Sat Mar 13, 2021 1:20 am

Does FMT to FFT (throw in Fantasy Tech too) count as Cliché? I rarely ever see PT nations that are based around the early 20th century or older.

**PT-MT Nation is not an exact representation of my views, NS stats are used rarely**

**Proud Member of: CUSP, UIC**

TG me if something's off.

[TNBN News](#): Colonel Freeman has peacefully passed away in the Djink

[Important Info](#)



**Comerciante**  
Diplomat

Posts: 646  
Founded: Dec 25, 2020  
Ex-Nation

by **Comerciante** » Sat Mar 13, 2021 1:35 am

PMT and FFT Nations have always been cliché here in good ol NS.

Ya don't have to think hard to make one let alone original thanks to how oversaturated the market is. It's why at this point their should be an independent thread for it at some point, because of how much baggage the setting has.

*"Rumors of CFC affiliates building superweapons in orbit over Earth is fake news. Watch groups have corroborated this even though it would be to quote the BoD "totally rad."*

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**Caribbean Confederation**  
Spokesperson

Posts: 155  
Founded: Feb 09, 2021  
Ex-Nation

by **Caribbean Confederation** » Sat Mar 13, 2021 1:39 am

Query: Are people who make their NS factbooks in IIWiki cliché

**Confederate States of the Caribbean**

[The World](#) | [Political Parties](#) | [Overview](#) | [Military](#) | [President](#)

[The Havana Post](#): PATO lifts No-Fly Zone on 'those parts of Venezuela



**Zeloria**  
Envoy

Posts: 213  
Founded: Apr 21, 2020  
Left-wing Utopia

by **Zeloria** » Sat Mar 13, 2021 1:47 am

So between MT and FT we have PMT. Shouldn't there be a Pre-Modern tech between PT and MT?

[EXPAND](#)



**Zitravgrad**  
Ambassador

Posts: 1218  
Founded: Sep 27, 2017

by **Zitravgrad** » Sat Mar 13, 2021 1:48 am

**Zeloria wrote:**

So between MT and FT we have PMT. Shouldn't there be a Pre-Modern tech between PT and MT?

I feel like this ought to be addressed.

PT is too big a category -- it started from anything a tad older than MT to the very beginning of history.

**\* \* United Federation of Zitragrad \* \***

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PMT/Early FT - Decopunk. Zitragrad is a crowned republic in a planet somewhere else in the universe. The formerly wartorn nation keeps a facade of normalcy and order while enjoying the societal and cultural decadence that marks the new Roaring Twenties. The paranoid authoritarian government tries its best to uphold order in the face of uncertainty, while its people want nothing more than a breathing space. A deal that works, but maybe not in the long run. | [My NS-Related Art](#) | [Hehe bad meme as flag](#)

**Providenska's Herald:** "Publish or Perish" culture contributes to s



**Caribbean Confederation**  
Spokesperson

Posts: 155  
Founded: Feb 09, 2021  
Ex-Nation

by **Caribbean Confederation** » Sat Mar 13, 2021 2:04 am

**Zeloria wrote:**

So between MT and FT we have PMT. Shouldn't there be a Pre-Modern tech between PT and MT?

The issue here is that "FT" specifically has the definition of "They have faster-than-light travel" while "MT" is "tech we have right now". PMT, as we call it, is an *extremely* broad category because unlike with 4X games, scientific discovery doesn't function in a "research tree" so you might discover zero-point energy, cold fusion, SciFi-esque pew pew lasers and giant railguns or just any other sort of cool shit before you discover FTL, or we might just discover rudimentary FTL *in real life* within the decade and then things become just that much hilarious. "PT" simply means "not right now", so it could be antiquity, the 1500s, the 1800s or literally like, tech that existed 5 years ago. I personally prefer not to use this classification because of this very reason.

Last edited by **Caribbean Confederation** on Sat Mar 13, 2021 2:04 am, edited 1 time in total.

**Confederate States of the Caribbean**

[The World](#) | [Political Parties](#) | [Overview](#) | [Military](#) | [President](#)

**The Havana Post:** PATO lifts No-Fly Zone on 'those parts of Venezue



**L-453**  
Lobbyist

Posts: 15  
Founded: Jan 21, 2021  
Ex-Nation

by **L-453** » Sat Mar 13, 2021 5:11 am

**AeternumDirectorate wrote:**

**L-453 wrote:**

YOU MADE A SCIFI NATION WITHOUT LISTING THE EXACT ENERGY REQUIREMENTS AND OUTPUTS OF YOUR LASER WEAPONRY? YOU MADE A SCIFI NATION BUT DIDNT EXPLAIN HOW AN ANTIMATTER REACTOR WORKS IN COMPLETE SCIENTIFIC DETAIL???

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Oh well.

But what if you actually *like* working out how your sci-fi tech would work?

Personally I prefer a more hard-science approach than comic book-style science-fantasy, but I also understand that such things take a fair bit of effort to actually work out and that a lot of people have better things to do, so I try not to be too nitpicky. After all, I'm certainly not going to be

writing any papers on laser weapons or fusion reactors.

I like making my stuff work to the best of my knowledge as well, and if I learn something interesting along the way then I'm happy. But I am basically paranoid that I'll fuck up and mistype something or get a calc wrong and then someone will send me a multiple telegram message being needlessly hostile. I don't mind constructive criticism as much, but NS being NS there are certainly probably some obnoxious people around.

I like hard sci-fi most of the time but I also don't mind writing medium or light sci-fi either, like what I do with my NS nations. Personally hard sci-fi is something I'd much rather watch on the Expanse in all of hard sci-fi's Newtonian glory rather than write about on the powergame RP.

#### Republic of Lave - 3200 CE

A FFT state set in a version of the Elite universe with robust FTL and an ironic motto.

[Security](#) | [Navy](#) | [Overview](#) | [Foreign Relations](#) | [Economy](#)

Discarding former nations is my passion - graphic design is not.

[Puppets](#)



**Koinonia Poleis**  
Civil Servant

Posts: 7  
Founded: Nov 14, 2020  
Ex-Nation

by **Koinonia Poleis** » Sat Mar 13, 2021 9:29 am

**Zeloria wrote:**

So between MT and FT we have PMT. Shouldn't there be a Pre-Modern tech between PT and MT?

Honestly, PT itself might be too broad

Monkeys that haven't even invented stone tools and fire yet are considered the same tech-category as Ancient China, Medieval India, Colonial-Era Europe, the Victorian Era, hell- some even consider WW2/\*early\* Cold War to be PT (personally, I consider 1914 to be the end of PT, but I digress.) I miiiiiiiiight be biased though, and I will admit - it is easier to just say "PT" than "Achronistically Classical Period Greece with Elements of the Hellenistic Era and Roman Era."

**Κοινωνία Πόλεις**  
*Ελευθερία ή θάνατος*

A ""unified"" achronistically Classical-Era Greece.  
NS Stats not used, please for the love of Zeus.

IC Year: 218 BCE  
Wexas Puppet



**Dayganistan**  
Ambassador

Posts: 1453  
Founded: May 02, 2016  
Father Knows Best State

by **Dayganistan** » Sat Mar 13, 2021 9:36 am

**Zeloria wrote:**

So between MT and FT we have PMT. Shouldn't there be a Pre-Modern tech between PT and MT?

I see people specify "WWII tech" or "Cold War tech" sometimes if they're not trying to be current MT. Although "Cold War tech" is pretty broad as well since it can range from late WWII to the early 90s.

Republic of Dayganistan

A secular, Tajik dominated state in Central Asia which has experienced 40 years of democratic backsliding. NS stats are NOT used.



**Kiu Ghesik**  
Powerbroker

Posts: 9373  
Founded: Aug 25, 2020  
Democratic Socialists

by **Kiu Ghesik** » Sat Mar 13, 2021 10:03 am

**Federal Spanish States wrote:**

*whaddya mean you shouldn't be proud of building rocket for great Kerkalkind that actually works? whaddya mean?*

Yeah, that might be a same from me, to be honest. Then again, I'm not really planning to write FT/FFT nations at all, so I guess it doesn't really matter that much to me. Would be nice to know more about 'em, though.

ngl the colonial authority's entire concept was more or less ported and

modified from a ksp save where my whole plan was "SPAM REFINERY SPAM REFINERY SPAM REFINERY TURN MINMUS INTO FUEL BALL TURN DRES INTO FUEL BALL TURN ASTEROID BELT INTO FUEL BELT"  
i spent way too much time playing that save.

Zeloria wrote:

One idea I have for making people actually read the long factbooks, is giving it some images. Its even better when these images make the reader curious enough to actually read the text so it has more context with what is going on in the picture. I'm actually making a pretty long text for a factbook/dispatch right now, and I don't know how many people are actually going to read the entire 2833-long worded document, but what I do know is that pictures require less of a long attention span.

>2833

>long

*those are rookie numbers! you need to pump up those numbers!*

I try to make my setting semi-hard/semi-soft/semi-idk. I am not an astrophysicist, but I know enough of space to make space-combat kinda realistic. There is for instance no dogfighting in space, thats more for combat in-atmosphere, combat in space is more akin to how space-combat works in Space Engineers, where you need thrusters on every side to actually be maneuverable.

yeah, that's fair.

i will point out, though, that the use of dogfighting in atmosphere at all is pretty redundant, since if you think about it there's no reason to actually bother with invading a planet when you can just bypass it and chuck nukes at all its interface sites from orbit. it's very easy to make planets ineffective as anything but fortresses you're not actually obligated to take if they can be effectively defanged.

Caribbean Confederation wrote:

The issue here is that "FT" specifically has the definition of "They have faster-than-light travel" while "MT" is "tech we have right now". PMT, as we call it, is an *extremely* broad category because unlike with 4X games, scientific discovery doesn't function in a "research tree" so you might discover zero-point energy, cold fusion, SciFi-esque pew pew lasers and giant railguns or just any other sort of cool shit before you discover FTL, or we might just discover rudimentary FTL *in real life* within the decade and then things become just that much hilarious.

yeah, this. palisade is more or less an example of this sort of crappy ft- i've given them the funi brachistochrone engine because torchships are more narratively viable, but other than that their military stuff is pretty much entirely stuff we can work out and engineer a couple of design generations from now, if not literally right now. the whole categorization system is skewed, but since it's in use by consensus it's not likely to be replaced any time soon.

Koinonia Poleis wrote:

Zeloria wrote:

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Honestly, PT itself might be too broad

Monkeys that haven't even invented stone tools and fire yet are considered the same tech-category as Ancient China, Medieval India, Colonial-Era Europe, the Victorian Era, hell- some even consider WW2/\*early\* Cold War to be PT (personally, I consider 1914 to be the end of PT, but I digress.) I *might* be biased though, and I will admit - it is easier to just say "PT" than "Achronistically Classical Period Greece with Elements of the Hellenistic Era and Roman Era."



if i have to explain one more time that the kiu is set in the bronze age and doesn't actually have the ability to make things like "swords" or "extensive sets of armor" and that the comparisons to MONGOL MONGOL MONGOL are only surface-level i'm actually going to break something.

it might be my sanity.

Dayganistan wrote:

Zeloria wrote:

So between MT and FT we have PMT. Shouldn't there be a Pre-Modern tech between PT and MT?

I see people specify "WWI tech" or "Cold War tech" sometimes if they're not trying to be current MT. Although "Cold War tech" is pretty broad as well since it can range from late WWI to the early 90s.

tl;dr, we should value aesthetics over trying to shove people into poorly-defined rp tech brackets.

☐ Brief ☐  
☐ Caller ☐  
☐ Clans ☐

\* THE GREAT KIU - EJADRIR DEGHEU GIYEF  
KHUDEYVH. \*

Produce Content

☐ Strife ☐  
☐ Words ☐  
☐ Faith ☐



**Zitragrad**  
Ambassador

Posts: 1218  
Founded: Sep 27, 2017  
Inoffensive Centrist  
Democracy

by Zitragrad » Sat Mar 13, 2021 10:11 am

Kiu Ghesik wrote:

>2833

>long

*those are rookie numbers! you need to pump up those numbers!*

Mind you I have an ongoing project to write an entire book based on Miroslavsky's biography.

NS community will kick me out if I try to pass that as a factbook.

\* \* United Federation of Zitragrad \* \*

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PMT/Early FT - Decopunk. Zitragrad is a crowned republic in a planet somewhere else in the universe. The formerly wartorn nation keeps a facade of normalcy and order while enjoying the societal and cultural decadence that marks the new Roaring Twenties. The paranoid authoritarian government tries its best to uphold order in the face of uncertainty, while its people want nothing more than a breathing space. A deal that works, but maybe not in the long run. |

[My NS-Related Art](#) | Hehe bad meme as flag

Providenska's Herald: "Publish or Perish" culture contributes to s



**Kiu Ghesik**  
Powerbroker

Posts: 9373  
Founded: Aug 25, 2020  
Democratic Socialists

by Kiu Ghesik » Sat Mar 13, 2021 10:13 am

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Kiu Ghesik wrote:

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just getting a chance to look at that masterpiece in a dispatch is worth it.

☐ Brief ☐

\* THE GREAT KIU - EJADRIR DEGHEU GIYEF

☐ Strife ☐





**Zitragrad**  
Ambassador

Posts: 1218  
Founded: Sep 27, 2017  
Inoffensive Centrist  
Democracy

by **Zitragrad** » Sat Mar 13, 2021 10:19 am

Kiu Ghesik wrote:

Zitragrad wrote:

Mind you I have an ongoing project to write an entire book based on Miroslavsky's biography.

NS community will kick me out if I try to pass that as a factbook.

just getting a chance to look at that masterpiece in a dispatch is worth it.

"Here's my new factbook, it's actually an e-book, use chapter 6-12 as references btw."

Hell nah, I'm likely not finishing it in this lifetime.

\* \* **United Federation of Zitragrad** \* \*

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**Koinonia Poleis**  
Civil Servant

Posts: 7  
Founded: Nov 14, 2020  
Ex-Nation

by **Koinonia Poleis** » Sat Mar 13, 2021 10:20 am

Kiu Ghesik wrote:

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it might be my sanity.

Long Rant, Dont Read

>2833  
>long

*those are rookie numbers! you need to pump up those numbers!*

I personally don't like making factbooks shorter than 5,000 words long. Sure it means nobody will read them except nerds, but it allows me to flex on people who write one-line factbooks allows me to let out a good majority of my lore, allowing me to be properly satisfied rather than spread out over a million factbooks.

Last edited by **Koinonia Poleis** on Sat Mar 13, 2021 10:21 am, edited 1 time in total.

**Κοινωνία Πόλεις**  
*Ελευθερία ή θάνατος*

A ""unified"" achronistically Classical-Era Greece.  
NS Stats not used, please for the love of Zeus.

IC Year: 218 BCE  
Wexas Puppet

by **Zeloria** » Sat Mar 13, 2021 10:41 am

Kiu Ghesik wrote:



**Zeloria**  
Envoy

Posts: 213  
Founded: Apr 21, 2020  
Left-wing Utopia

>2833  
>long

*those are rookie numbers! you need to pump up those numbers!*

These numbers are slightly higher now. To a bit over 3000, and its technically "finished", but there are still a lot of things open for me to expand upon.



**Kiu Ghesik**  
Powerbroker

Posts: 9373  
Founded: Aug 25, 2020  
Democratic Socialists

by **Kiu Ghesik** » Sat Mar 13, 2021 10:42 am

Zeloria wrote:

Kiu Ghesik wrote:

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>long

*those are rookie numbers! you need to pump up those numbers!*

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it's not long until you write a +10000 word factbook.

☐ Brief  
☐ Caller  
☐ Clans

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KHUDEYVH. \*

Produce Content

☐ Strife  
☐ Words  
☐ Faith



**The Troas Sector**  
Bureaucrat

Posts: 59  
Founded: Mar 08, 2021  
Ex-Nation

by **The Troas Sector** » Sat Mar 13, 2021 10:48 am

Kiu Ghesik wrote:

Zeloria wrote:

These numbers are slightly higher now. To a bit over 3000, and its technically "finished", but there are still a lot of things open for me to expand upon.

it's not long until you write a +10000 word factbook.

Been there done that.

Now to aim for 20k words and a permanent invitation to a psychiatric ward.

THE GREAT TERRAN UNION SURVIVES

Stuff



**Kiu Ghesik**  
Powerbroker

Posts: 9373  
Founded: Aug 25, 2020  
Democratic Socialists

by **Kiu Ghesik** » Sat Mar 13, 2021 10:51 am

The Troas Sector wrote:

Kiu Ghesik wrote:

it's not long until you write a +10000 word factbook.

Been there done that.

Now to aim for 20k words and a permanent invitation to a psychiatric ward.

bet I can hit that in palisade's history factbook.

☐ Brief ☐  
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Inoffensive Centrist  
Democracy

by **Zitragrad** » Sat Mar 13, 2021 10:54 am

Do it, gentlemen...

I will come back when I finish that gigantic project.

\* \* **United Federation of Zitragrad** \* \*

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PMT/Early FT - Decopunk. Zitragrad is a crowned republic in a planet somewhere else in the universe. The formerly wartorn nation keeps a facade of normalcy and order while enjoying the societal and cultural decadence that marks the new Roaring Twenties. The paranoid authoritarian government tries its best to uphold order in the face of uncertainty, while its people want nothing more than a breathing space. A deal that works, but maybe not in the long run. | [My NS-Related Art](#) | Hehe bad meme as flag

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