Anti-War Movement:

There is widespread discontent among the populace at what they see as a predatory war of aggression against the [war\_enemy.GetName]. Etc etc.

Option A: Crush them (if allowed)

Option B: Tolerate them

Trigger: Aggressive war against weaker foe, war lasts a while

Xenophobic Comments

[root.GetRulerName] has been caught on film making xenophobic comments about the [base: intelligence and appearance] of the [xeno.GetSpeciesName]: [customisations] Apparently, they are thicker than a tree stump, in both appearance and intelligence / apparently, they barely qualify as sentients, let alone being equals of the [root.GetSpeciesNamePlural] / apparently, they breed like rats and are worth no more than them etc etc. The [xeno.GetSpeciesName] community is up in arms about the comments, and xeno rights activists are calling for [root.GetRulerName] to step down/abdicate.

Option A) Abdicate (for monarchies): Not great option - you get the 'humiliated' modifier or some such.

Option B) Step Down (for republics): Better - penalty is not so bad.

Option C) It's what we're all thinking, really: Xenos in question are insulted. Xenophile faction displeased. Chance of an ethics shift to xenophobe, or at least more attraction to it, and xenophobes happy.

Xeno Sex Scandal

The main [root.GetSpeciesName] media company has dropped a bombshell this morning: [root.Ruler.GetName] (??) has been caught satisfying [gender?] carnal lusts with a [xeno.GetSpeciesName]. Unfortunately,

Option A) Loosen things up a bit: Chance of a shift towards xenophile, but also of xenophobe faction unhappiness. (But xenophile happiness)

Option B) Withdraw from public life (+what to do with them?). Influence cost / humiliate.

Triggers: Have some xenos in empire or some allies with open borders, not being fanatical purifiers (or purging the race in question). Not fanatic authoritarian (would block knowledge).

Authoritarian: National Emancipation Movement

A group of... activists have been inspired by the practices in [neighbouring fanatic egalitarian or less likely egalitarian] and have come to abhor the practice of slavery, a key founding block of the [root.GetSpeciesName] state. Etc etc.

A) Make concessions: Outlaw Slavery, shift to egalitarian, egals happy but auths upset

B) Ignore them and hope it blows over: Adds 'emancipation movement' modifier to slaves or slave planets. At some point there'll be a revolt if any planets have unrest.

C) Oppress them: Chance that you will nip it in the bud -> just unhappy egalitarians. Chance that you won't and there will be B) but more virulent.

Xenophobic varient would be if you have several planets of an enslaved species: [xeno.GetSpeciesName]... activists claim to be fed up with being treated as second-class citizens / slaves (could have a varient for either). They have begun agitating for...

Same options

Authoritarian: The [root.GetRulerTitle] is revered!

Millions have turned out in [root.capital\_scope.GetName] to celebrate the [root.GetRulerTitle]'s birthday today. He/she was celebrated with honours usually only reserved for the Gods (not a materialist text), and, bizarrely, he/she received over a thousand marriage proposals (despite already being married). It is clear that [root.GetRulerName] is the most popular [root.GetRulerTitle] ever. Long may their rule last!

Happiness and unity bonus.

Xenophobe: [root.GetSpeciesName Nationalism

Either celebrating the purity of the nation or the subjugation (enslavement) of the enemies.

Happiness and unity bonus.

Militarist: The Populace begs for War

Nationalist feeling among the [root.GetSpeciesName] has spiked, with empire-wide demonstrations calling for the national honour to be restored. The target of their ire is the [enemy.GetName], with which the [root.GetName] has long been rivalled without the relationship ever escalating to war / but which it hasn't made war upon for many a year. Recently, the [enemy.GetSpeciesNamePlural] have been openly derisive about the [root.GetSpeciesNamePlural], claiming that they are cowardly and have no honour. The outraged population demands a response.

A: Declare war (can that be done via script without setting war targets?)

B: It's too risky (militarists are upset and you get a mild version of 'humiliated')

Trigger: At peace with a rival for 25 years, and 60 years have passed.

Spiritualist: Desecrated Temples

Unknown forces have desecrated the temple on [hit\_planet.GetName]. Many invaluable treasures stored within have been stolen, the altars have been [ ] in most vile ways, and the temple itself was set on fire. Though firefighting forces were able to put out the blaze, considerable damage was done to the structure. The entire [root.GetSpeciesName] population is outraged at the crime, and calls for a tough response.

Effect: Temple is ruined

A: Coerce (unavailable if egalitarian) - ethics draw towards authoritarian, hit people (who?) are upset.

B: Make some arrests ??? (Chance of success or failure i.e. fewer or more people upset)

C: Indoctrination Programme? (Pops unhappy but greater spiritualist draw)

Trigger: More likely if spiritualists (and pacifists/xenophiles) are weak on the planet. Can't happen in core planets.

Xeno Plague:

A new virus has been spreading among the [root.GetSpeciesName] population. After some examination, it has become clear that this disease was first [contracted] from the [xeno.GetSpeciesName] population. While it is basically harmless to them, it is deadly to [root.GetSpeciesNamePlural] and [spreads quickly]. Scientists are at work to find a cure for it. In the meantime, however, [root.GetSpeciesName] trust in xenos has taken a severe hit.

Unfortunate.

Effect: Xenophobic attraction rises, species gets plague modifier knocking out growth rate and productivity. Country flag set that kills a few of pops each month or something.

Research project to cure it (or maybe delay of a few months then one to distribute it if one cannot scale research project costs?). Plague should last 3-6 months.

Trigger: Fairly rare, one-time event. Have plenty xenos. Not necessarily xenophile, but would need a different end to the text for xenophobes.

Prominent Interspecies Marriage

[Random leader, not ruler] today married [random name??], a [xeno.GetSpeciesName]. Although some elements of the population abhor the very concept of such a union, others are [overjoyed] and see it as a sign that the [root.GetName] is very much a modern state. (May want to rephrase that last bit)

We wish them the best of luck! Effects: Xenophobes upset, xenophiles happy, xenophile attraction.

Trigger: More likely for xenophiles, not for xenophobes

On the first one, didn't finish. Effects need to not overlap with existing fsction interaction. So maybe just big pacifist attraction. (But I think I might need to come up with more to make oppression a valid tactic)

If you can't oppress, the option will be "unfortunate". If you can, you can do that or tolerate the protests. The latter does nothing, the former gives "oppressed" modifier to pacifist pops, and has a chance of either getting rid of the attraction or causing a revolt if there is unrest.

Materialists: Major Scientific Breakthrough

The [root.GetSpeciesName] intelligentsia are hailing the recent technological breakthrough as revolutionary and life-changing. (Flesh that out and pick just a few techs that can get it; should also not be triggered too often)

Happiness bonus

Luddites are smashing up robots:

Groups of what can only be described as luddites - primitive-minded people with a wrongminded distrust of technology - have been going around [root.GetName] and smashing up robots, which they claim are unnatural, dangerous and stealing their jobs. Even worse - there have already been copycat strikes against robots on other planets. We must take action to stop this!

Trigger: Planet with at least 6 organic pops (incl. 2 spiritualists) and at least 4 robot pops. Has not had the empire luddite crisis. At least one other planet has 1 robot pop and 1 spiritualist pop. Not synths with citizen rights.

Effects: A robot pop destroyed, the rest 25% chance of being destroyed.

A: Oppress them: Authoritarian attraction, egalitarians (faction?) unhappy (this is standard - suppressing protests modifiers). Spiritualists on planet get severe happiness malus. Spiritualist leader registers displeasure and faction gets unhappy. Small chance of nationwide ludditism.

B: Concede - give up robots on the planet (=> high chance of empire-wide ludditism on all planets with both robots and spiritualists, with the same sort of options, but concede will outlaw robots and shift towards spiritualist) (immediately, planet spiritualists happy and materialists unhappy; materialist faction leader registers displeasure and so temporary -5% materialist happiness)

C: Ignore them and rebuild the robots - They will bow to progress eventually: spiritualist pops on planet gain unhappy modifier, chance of recurrence on this and other planets, but not empire-wide the first time

Text for spiritualists unhappy: (This can basically be the text for all protests at coercion)

[???], leader of the [???], is upset

Greetings, [root.GetLeaderName]. I would like to voice my concerns regarding events on [planet.GetName]. Although you may not agree with the actions of those protesting, they have legitimate concerns and deserve to be listened to. All right-minded people can only condemn your government's heavy-handed response!

Text for materialists unhappy:

[???], leader of the [???], is upset

Greetings, [root.GetLeaderName]. I would like to voice my concerns regarding events on [planet.GetName]. Robots play an important part role in our country and are vital to our national wellbeing. We cannot allow the wheels of progress to grind to a halt!

Nationwide luddites:

Trigger: Ideally will require 6 planets to have luddite potential (multiple robots and spiritualists). Can do via temporary flags with events triggered by first crisis.

Text: Inspired by events on X, people of a similar mindset have struck across the [root.GetName]. We must act fast, before we lose our ability to [keep robots].

An inadequate response can lead to revolts. (In this case, ignoring them). (Maybe revolt chance can be increased if there is a stronger neighbour of that ethic?)

Text if there has been the luddite crisis:

Ludditism Resurfaces on []

The Luddites have resurfaced and struck again on []. Right-minded people can only shake our heads at the depraved actions of this minority. Fortunately, it does not appear as if the movement will have a broader resurgence.

Option unfortunate?

Nuclear disaster - might make materialist attraction fall

For authoritarians, a republican movement; for egalitarians, a monarchist movement (only if a recent republic i.e. 25 years?). For egalitarians, one can have government scandals or the like. Also people calling for a stronger executive when there are threats.

Spiritualists need more.

Natural disasters and events:

-Catastrophic Volcanic Eruption:

Needs high tectonics or volcanism modifier (check what exists)

Basically destroys a pop and building, placing a blocker, and gives the rest of the planet a 'dust in the atmosphere' modifier or some such that hits things.

-Catastrophic Series of Earthquakes - similar but bigger destruction and not so much of a lasting effect

-Could have flooding on wet planets and drought on dry ones.

-Extreme (very rare) ones could end up with planets becoming uninhabitable? Or even a bunch of solar systems for supernovas (need to check the science on that one)

-Need some positive ones - good harvest??? To be fair, I don't really need that much, I guess.

-Intra-system trade, tensions, contact with primitives

Tensions in the [] System

Tensions between the [] and the [] have spiked today with events in the [] system. A private commercial ship on the way to [planet a, stronger one] was seized by authorities on [planet b, weaker one]. [Planet a]'s authorities responded by deploying all the ships with military capabilities it could gather together and deploying them towards [planet b] in attack formation. Luckily, [] backed down before any shots were fired. However, [] are demanding an explanation for our planet's actions. (Or, for purifiers: The [] refused to back down. In the resulting battle, [stronger planet] was victorious, and considerable damage was done to [weaker planet]'s defences. (Spaceport destroyed)

->Such occurences are inevitable (or FP response: "This means war")

[Trigger: two hostile countries own planets in the same system, not at war with each other]

Should happen for both countries. Make sure war not destroyed twice, and same for opinion modifiers.

Ethnic tensions on (planet) (in empire)

(Make sure diff to existing one)

On the point of not overlapping with the existing tensions one, that's fine as that event is for mutations.

First planet then (if there are min 3 planets with mixed race and xenophobia) can happen empire-wide.

Text: Interspecies tensions on [] have reached breaking point after massive protests among the [xeno] population were sparked by the arrest of a promiment [xeno]. These were met by equally huge counter-protests by the [root.owner.species] loyalists. Events quickly spiralled out of control, as police were unable to keep the two parties apart, leading to widespread bloodshed. The army has been deployed to restore order on the streets; however, the situation remains tense.

Options:

-The [xenos] have no place in the [root.owner.GetName]. (Not for xenophiles, phobes will pick it - insults all of that species in the empire, but xenophobe factions are happy; xenophobe attraction, high chance of spread).

-Such incidents are inevitable (xenophobe attraction on the planet, chance of spread)

-We must find a way for all species to come together. (Xenophile attraction, philes happy but phobes unhappy)

Varient for two species where neither is the ruling species:

...huge counter-protests by [xeno2.plural]. ... ... Delegations from both sides have presented their case to the planetary governor, who has escalated the case to the executive, as it is not clear which side is more to blame. What should the official government response be?

-Support the As

-Support the Bs

-Institute martial law until they can learn to get along (xenophobe)

-Send a negotiating team (xenophile)

Government Blackmail

A data virus knocked out the government's computer systems on [root.Capital.GetName] yesterday. Although the attack was brought under control after just a few hours, it quickly became clear that something more sinisterwas under way: Large amounts of personal data had been stolen from several important government officials. The data thiefs have left a message demanding money - and lots of it - or they will release the data. It is not clear exactly what information has been stolen, but several of the officials in question have privately expressed nervousness.

Pay the money: -50% minerals for 12 months

Take the risk: Random event (need a couple) - default is corruption scandal where your top 3 leaders must stand down or your whole empire will be unhappy for a few years. Data on police violence for authoritarians. Etc.

Interspecies Marriage

Trigger: Empire has two distinct species with citizen rights, mtth of 25 years (or high but decreasing with amount of diversity esp. on individual planets), there is a xenophile faction

(Necessary for the 'prominent interspecies marriage' event)

Text: For the past while, [] have been living in the [root.GetName] with full citizen rights. As the [] and the [] have gotten to know each other better, some [] have naturally been drawn to [], and the [xenophile faction] has petitioned the government on behalf of this group to legalise interspecies marriage. Different DNA structures mean that there is no realistic prospect of any children resulting from these partnerships; nevertheless, elements of the population are uncomfortable - sometimes deeply so - about them, and [if you have a xenophobe faction too] the [xenophobe faction] has launched a counter-petition to ban inter-breeding between species.

A) Allow interspecies marriage (xenophiles happy and xenophobes unhappy, xenophile attraction)

B) The time has not yet come to embrace this change (effects? Apart from recurrence after 20 years...)

C) Ban interspecies partnerships (opposite to A) )

I need to make some of these decisions affect faction influence!

Something similar for abolition of the death penalty?

Make sure policy events don't happen again for rebelled/liberated/created empires except where appropriate.

Demands to illegalise interspecies marriage if shift to xenophobe?

Shift to xenophile if phobe and legalising, and vice versa?

Spiritualists and Synths come to blows

Trigger: Not cyborg ascension, synths have citizen rights, sufficient spiritualists that aren't synths

Militarists disappointed at low military spending

Military conscription (maybe better as a policy (-5% army upkeep, -10% recruitment time, -5% army morale) triggering events i.e. pacifists demand end, militarists demand reinstitution (also related to egalitarian and authoritarian). Happiness for factions)

Spiritualist: Priesthood corruption scandal or the like -> confidence in it shakened so ethics divergence

Authoritarian/materialist (?): Invasive data collection

Challenging one - for countries where the ethics backstory isn't unity from the first: An old country that was once powerful has reorganised itself and demands an ethics change plus some other stuff (what?) (Maybe they claim to be key to the empire's success and demand more rewards). You can either negotiate, refuse to agree and call their bluff, or nuke their main world. Negotiate must have some consequences. Nuke will make the third of your populace that is part of that country upset, and shift you to authoritarian. Call bluff will probably lead to civil war (perhaps based on ai war, but with the rebels being 1/3 of thepops randomly given tags)

Needs some decent triggers e.g. lack of ethical unity and lack of nearby stronger rivals

(Also maybe don't make it primarily based on ethics, as might be able to strengthen faction events for that)

Spiritualists - new faiths?

For pacifists all I can really think of is Gandhiist marches...

Stuff for habitats?

"The treacherous [] is funding the [], which is in open rebellion against us. When challenged about this, the [] ambassador claimed no knowledge of any funding, but expressed sympathy for the [] cause. However, the facts uncovered by our intelligence service speak for themselves."

+Variation: is openly supporting, having provided them with both funds and a fleet.

-Basic (hitting slaves, a species or a faction):

-Atrocity ('police killings') leads to unrest and protests (more likely for authoritarians)

-Xenophobe empire: Government sex scandal (i.e. a top official was caught shagging a xeno :D )

-Xenophile empire: Xenophobic incidents leading to crackdown?

Protests over xenophile law (allowing marriage between races)

-Materialist empire: Wrecking/looting spiritualists' shrines

-Spiritualist empire: Anti-tech rule introduced / bias?

-Make pacifists care more about being at war a lot?

-Militarists: They hijack a border planet and start incidents with a neighbouring rival. You either piss off the

rival and risk war with them (by tolerating the militarists), or you suppress the militarists and piss off their

whole faction

-Caste system: A movement to demolish it (a bunch of xenophiles and egalitarians, headed up by a militarist who

married out of caste?).

-Advanced:

-Spartacus-style (over the country, needs several slave-dominated planets). Doesn't really fit to make them all just randomly rise up, so need to have a back story ('prisoner on the loose', need to catch him - not sure how on earth that could work) or make it follow on from already-existing unrest and just be a huge rebellion.

-Gandhi-ism?

Save Brethren in []

Trigger: Your species is being purged somewhere, you haven't been at war with them for the past 10 years (no truce)

-> DOW with cede planet? Or just modifier if you don't do it yourself

Xenophiles: Save [xenospecies] in []

Trigger: A non-overwhelming neighbouring empire is purging, no truce.

Xenophiles upset if you don't do it.

-> DOW with liberate the species and end atrocities?

Spiritualists: Differences in creed

Random split, or based on species? Then big event chain (building up)

End gives choice of enforcing own religion (xenophobe choice, gives unity but unrest and xenophiles unhappy), allowing plurality (no further issues except maybe when absorbing xenophobe spiritualists, and gives ethics divergence) but upsets xenophobes, or embracing universalism (universalist pops or maybe whole spiritualist faction gain +5% happiness because of 'universal truth', maybe unity from subsuming pops into it? Have to absorb non-universalist new pops (something like a certain % chance for each pop each month)). Something like that - each way should have pros and cons. Affects relations with other spiritualist empires, maybe even with events between enforcers and others.

Unity more related to ethos?

-Militarists get % bonus when at war

-Materialists get lump sum for each tech researched

-Pacifists get -% when at war and maybe more for being in a coalition at peace

-Xenophiles more from coalition and stopping a purge, negative for not doing so

-Spiritualists?

-Xenophobes already get it from purging

-Auths-egals? Counterrevolution system? (Or maybe if a ceetain civic or govt)

Events for authoritarian: Disputes over the heir? Even rise of pretenders?