

Waifu Universalls

It's the year of our lord fourteen forty four. In Europe, as the hundred years war between England and France winds down in favour of the French, Pope-sama, sensing Ottotan's weakness, called a crusade against them. But like much of the rest of the crusades, it failed and soon the last vestiges of Rome will fade away. In the east, the Timurids are in decline while Ming and their tributaries remain stable. In the kingdom of the sands of Africa, the Christendom of Ethiopia is reaching new heights whilst new states form from Mali. Finally, in the New World, Cusco is preparing to unify the south, as the Aztecs grow in power in the centre and the Iroquis and Huron federate in the north. You may stay in this world for 10 years or until 1821 and will remain unaging if you choose the long stay. All in all, a typical game of Europa Universalis 4.

EXCEPT FOR THE FACT THAT ALL THE COUNTRIES HAVE BEEN ANTHROPOMORPHISED INTO CUTE ANIME GIRLS!

Here, you'll need this. + 1000 Country Points.

Pick a country to waifu. I mean, swear your allegiance to.

The administrative, diplomatic and military technological advancements of the country will improve her mental capabilities. While their stores of manpower and wealth allows them to field soldiers in mere moments and the country's development correlates with her physical strength.



>One Province Minor - 100 CP Each

Ulm, Ryukyu, Theodoro, Knight-Chan and other one or two province minors fit underneath this categories. Many of them will be swept aside by stronger and luckier nations and the unforgiving tides of history. Only a truly tremendous amount of luck (or save scumming) would be able to propel this nation into greatness. Or maybe, you could.



>Side Characters - 200 CP each

The tributaries of Ming, the various daimyos of Japan and myriad electors of the Holy Roman Empire among other independent small states fill out this category. While they may not have had much more historical impact than the one province minors they surpass, their overlords, greater strength and geography make it much more likely for them to survive, even if it's in obscurity.



>Destined For Greatness - 400 CP each

Jianzhou and the other jurchen tribes of Manchuria, Muscovy, Cusco and the other Inti states, Iroquis and Huron, Aztec, the members of the Kalmar Union, Denmark, Sweden and Norway, the Mongol successor states of Oirat, Korchin, Chagatai and Horde-chan, the Mayans of central America, Brandenburg and the Teutonic order, the myriad states in the Italian peninsula, Ashikaga and Austria are all poised to pass great reforms and become stronger than they could ever imagine. Though it may not seem like it yet, complete hegemony over their home region is within reach and being a player on the world stage isn't far away either.



>Main Characters - 600 CP each

Lithuania, Castile, Ottomans, Timurids, Ottotan, England, France, the Memeluks and Ming are the distinguished nations that have the prestigious title of main character, as of 1444. The most developed countries in the world so far, they possess a greater influence on lesser nations. Yet they still have room to grow in size and power..

Crossing Time and Space

Perhaps there is a nation that has yet to be born or one that was taken before their time or maybe even one that isn't supposed to exist that you wish to ~~waifu~~ swear your allegiance to.



>Small Duchy - 200 CP

Whether it's the mythical horse nation of Trapalanda, long lost holy orders worshipping the Norse gods, following Shia teachings or ~~Baphomet~~ Tengri, the Zoroastrian Secret Denmark, Vinland, the Lost Slav nations, the remnants of Atlantis and Lemuria itself these nations are not very powerful but their strange origins make them intriguing curiosities.



>Regional Power - 400 CP

Whether they're a colony that managed to throw off the yoke of their mainland oppressors, like the Lone Star State, or simply the unification of a region like Deccan, Rum and Italy, this nation is quite the power house. Maybe they're not strong enough to change the world effortlessly but they're top dog, or close to it in their little pond.



>Great Empires - 800 CP

The mightiest states of history are here. The Mongol Empire, Qing, The First French Empire, India unified, whether it be by the heir of Timur as the Mughals or as Bharat or Hindustan and Rome itself are some of the nations that you may pledge your allegiance to. They have a good chance of overturning the current world order simply by existing.

>Custom/Import - 50 CP each

If you already have a nation or more than one, then you can make it or them gijinka too.

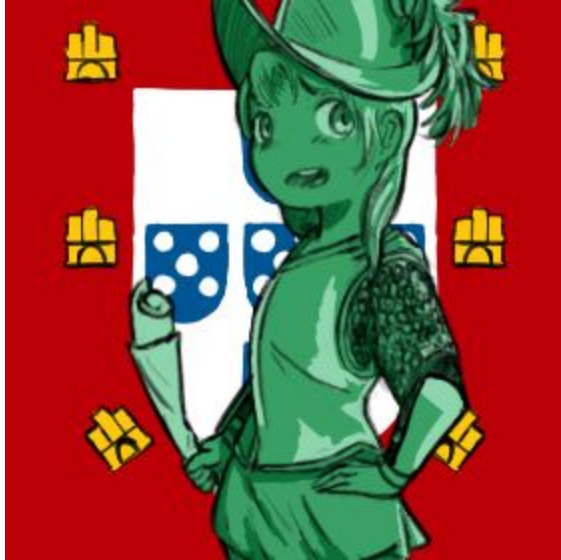
Country Perks: Buy these with CP to modify one of your countries. Assume relevant national ideas, missions and government types will discount relevant perks since I'm not going to go through all of them.



Manifested Destiny- 400 CP Free Russia Discounted Inti, Nahua and Mayan Nations
Your nation possesses the good ol frontier spirit, ready to settle vast swathes of (mostly) unoccupied lands. Filled to the brim with not only colonists willing to make a living in the tundra, mountains and deserts but traders, administrators and diplomats ready to reap the benefits of the expanded living space.

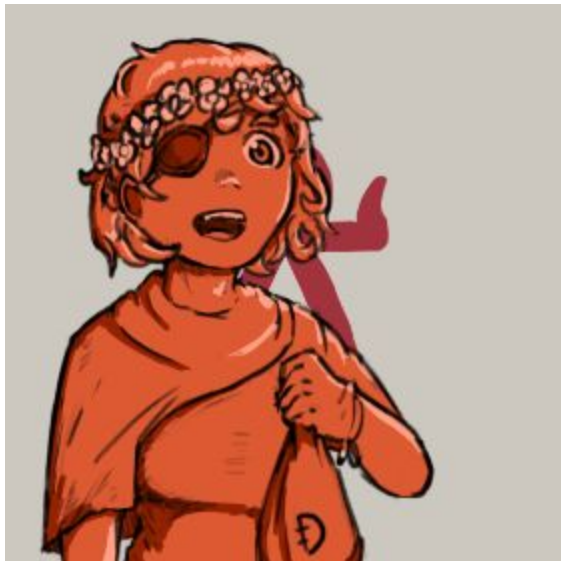


To Rule from the Shadows - 400 CP Free for Hashashin
Your nation might not be strong economically or militarily but they are the master of espionage. Their spy networks are without end whilst foreign spies find it impossible to find a foothold in her. Supporting rebellious elements in her enemies, sabotaging their armies, merchants, diplomats and bureaucracy as well as taking technological advancements from her betters can be done quite capably and without arousing the slightest inkling of suspicion.



An Empire Outremer - 400 CP Discounted Spain, Britannia and Portugal

This is the period of time in which colonialism is at its peak, so it'd be a shame if you didn't get in on the action. Sending colonists across the seas to build new colonial nations and to bring back spices, potatoes and other riches to their overlords might seem like a fool's errand to most but for her it'll invariably end up being an incredibly lucrative venture, bring back great riches and probably loyal children.



Confirmed Thalassocracy - 400 CP Free Roman Empire

For any competent nation, the sea itself is no obstacle for conquest. The strain of keeping those overseas holdings is a different thing however. Luckily, it looks like your nation is seasoned maritime power, capable of maintaining a fleet that can project power from between its non land connected parts and steering trade to maximum profit.



Merchant Kings - 400 CP Free for Merchant Republics

Strength of men, horses and artillery aren't the only way to make a living in this world. Ideology and religion can inspire war but it is money and the flow of trade that truly moves nations. Your nation is quite the adept tradeswoman, capable of filling treasuries that would make even the Main Characters look like paupers.



The Imperial Graveyard - 400 CP Discounted Dai Viet, Afghanistan, Switzerland

They may have numbers. They may have a superior army. They may even have both. Yet, they will not find it easy to take your nation for she has mastered the art of a defensive war. With brilliant generals that have mastered the art of strategic maneuvering, forts that put those of others to shame, a hardened army that can live off the land and conditions that make attackers suffer greater attrition, even the mightiest of nations will think twice before attacking her.



Army of the Free - 400 CP Discounted Republics

Fighting for lofty ideals like freedom and equality won't make the men you command any stronger, the horses they ride any faster and their cannons fire any further. Yet, a nation not bound by aristocracy will find their subjects less likely to revolt and more willing to volunteer for the army, their tradesmen and their craftsmen unbound and making more money for them and more willing to embrace new and beneficial institutions.



Order of Religion - 400 CP - Discounted Theocracies

In this time of discovery and reformation, it may seem like the holy orders of the past, so devoted to their faith, have no role in holding land in an increasingly secular world. Your religious order seems to defy this trend, instilling a great Elan within her soldiers, increasing their morale, toughening them and making them willing to serve in greater numbers. Not only that but her diplomatic connections are nothing to sneeze at letting her keep (secular) allies willing to let her continue existing independently.



A Trail Without Tears - 400 CP Discounted Totemist

In 48 years Columbus will sail the ocean blue and reach the Americas, bring back news of a virgin continent filled with gold, spice and other resources to the colonizing powers of Europe. Though the conquest of paradise was not as simple as many believe it was, it did not end with the indigenous tribes victorious. Yet, your nation is certainly no pushover. Learning better ways to develop her own land, embracing vital new institutions and ideas at a faster rate, fighting in a way that plays to their strengths and having the ambition and ability to unite their own home area means that the fate of the new world isn't so one sided anymore.

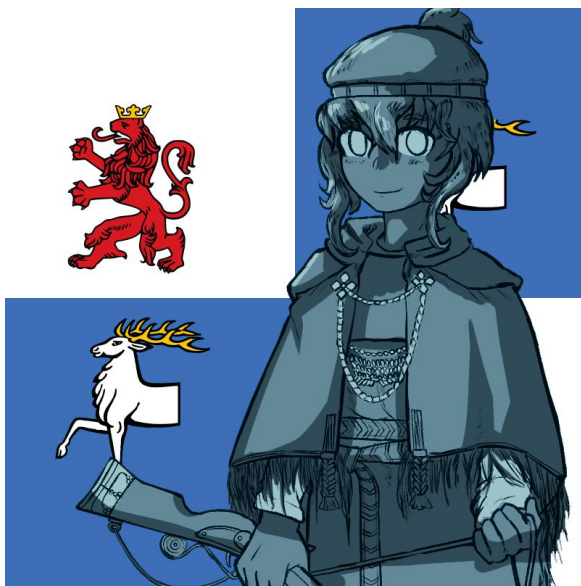


Curia Controller - 400 CP Catholics Only, Discounted Pope Sama

The Catholic Church, whilst possessing little in the terms of army regiments, hold great soft power over the faithful flock. While an excommunication and the beatification of saints might as powerful as they were in the time of Crusader Kings, colonial treaties and golden bulls make influence over the bishop of Rome a powerful thing that your nation is quite good at keeping.



Kingdom of God - 400 CP Pope Sama Only, Another nation can't have taken Curia Controller Pope Sama's holdings in the Italian peninsula have expanded to the point that she can and has declared the Kingdom of God on earth, inspiring religious fervor in and decreasing the influence of foreign cardinals. The power of the Golden Bull's will remain tightly in her grasp.



Easy Reformation - 400 CP Discounted Northern Crusaders, Riga, England and Germanics Soon, the Reformation of the Catholic faith will come, leading to the birth of the Protestant, Reformed and Anglican denominations of Christianity (and possible resurgence of the Hussites). But there's no guarantee that any particular nation will break away from Rome and embrace the benefits of doing so. However your nation seems predisposed to breaking away from the authority of ancient churches, either letting them harness and direct religious fervor to endeavours of stability, war and trade or using church power.



For the Old Gods - 400 CP Free Pagans, Discount Dharmics

Monotheism may be entrenched in the European and Arabic world but your country is proof that pagans can still withstand the onslaught of the Cross and the Moon. Whether it's through the utilization of divine patronage of a personal deity or fetish to bestow boons upon your nation or simply blood sacrifice to motivate the army, paganism will aid your country in their endeavours.



The Sign of a Great Conqueror - 600 CP Discounted Mughals, Qing, Yuan, Rome, Ottotan

Is not winning the war but keeping the peace afterwards. Your nation can expand at obscene paces now, overextension is nothing but a small manageable number to her and even if the unrestful populace of her new acquisitions were to rebel, her skill in negotiating with mercenaries would leave them crushed regardless of how battered her regular armies are.



Victorious Economy - 600 CP Discounted Germany, Poland, Commonwealth, Britannia
Truly, the sun shines upon your nation like the light reflecting off of their massive piles of wealth. Regardless of the overall size of your nation, she is truly an economic powerhouse; producing an obscene amount of trade goods, maximizing tax efficiency and possessing a good sense of how to manage inflation and terrible debt. Austerity is practically a thing of the past for her.



Many Peoples Under One Flag - 600 CP Discounted Austria, Mughals, Mamluks
... will result in militant pops and years of separatism, making most countries weak, destabilised and disunified. Your nation is different, capable of wrangling the conflicting cultures they preside over and taking strength from it. Whether it manifests in the form of increased administrative or diplomatic power, increased economic/ manpower gains or the assimilation and incorporation of the unique beneficial parts of each culture conquered, this'll certainly make your nation even more of a force to be reckoned with.



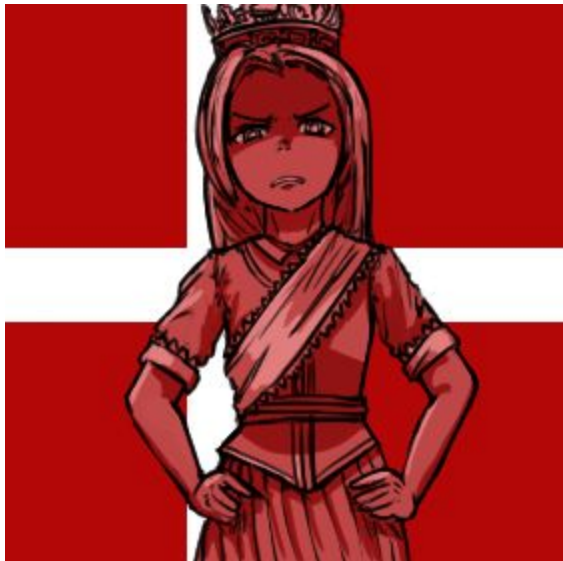
Forest of Scholars - 600 CP Discounted Korea, France, Yuan, Bohemia, Germany, Britannia
 Your nation is truly a bastion of enlightenment amongst the intellectual savages that surround it. Encouraging free thought, patronizing art and being willing to promote not only entrenched names but up and coming ones, the stage is set for scientific revolution. New institutions, ideas and technologies will never be too far out of reach for your nation.



In The Name of - 600 CP
 God, or the Gods, or the Gods but this one in particular because he's the most important, or this one in particular because our ruler patronizes them for now or the teachings of some wise guy from the past, who might also be deified. Also, maybe God's main prophet had two different successors that then had their two different ways also branch out into many different schools. Or Tengri and one of the above. Whatever the case may be, your nation is empowered by the faith they follow, with stronger missionaries in greater numbers, prestigious traditions and an accepted cause of war against bordering countries that do not follow the one true faith.



Soft Speaker - 600 CP Discounted Italy, France, Iroquois, Ming, Austria, Rome, Jerusalem
Yet, her voice still carries great weight. Your nation is a masterful diplomat, capable of playing the concert of their continent like the greatest of maestros. With a veritable deluge of diplomats they can manage relationships with a variety of powers, great and minor and they possess a reputation that leads everyone to trust them and give them more leeway when it comes to aggressive expansion.



One Crown Over Many Thrones - 600 CP Free Denmark, Poland, Austria, France
It seems your nation has chosen to extend her reach not by taking more land but through the use of proxies. Her ability to manage vassals, marches and junior partners and exploit them to their fullest potentials is truly amazing and that ability carries over to regular diplomacy too.



WHEN THE WINGED HUSSARS ARRIVED - 600 CP Free for Commonwealth, Poland
Discounted Hordes, Lithuania

There will eventually come a time at which the role of the cavalryman and the importance of mounted combat will fade away from the world stage. Now is not that time. The cavalry corp of your nation is the stuff of legend. Both the quality of the horse and of the rider are impeccable, and whether their role is to charge into the enemy lines or harry and whittle them down with their mobility they fight at levels that are leagues above the competition. Not only that, her supply lines are more optimized for horses, allowing more cavalry to be fielded than usual.



Rule the Waves - 600 CP Free for Britannia

As the sphere of a nation's influence expands, the likelihood of it crossing oceans does too. A strong navy is both a powerful offensive and defensive tool. Your nation's shipbuilding techniques and admiralty are leagues above other nations, letting her fend off invasion armada with a force a fraction of the size and to truly dominate the Seven Seas if given the chance to build a proper navy.



Elan! - 600 CP Free For France, Prussia

The time of glory has arrived! The march of your nation's army is a truly mighty, nigh-unstoppable advance. With discipline, morale and generals that are a cut above the average, they are a force to be reckoned with on the battlefield. The engineer corps of her army isn't to be taken lightly either, filled with the most brilliant minds of military technology nationwide, ready to bypass enemy fortifications or turn them into rubble.



A Country with an Army? - 600 CP Free for Prussia, Discounted Brandenburg, Teutonic Order
No, it seems like your nation is more akin to an army with a country. With soldiers of unbreakable discipline and impeccable combat ability, it would only be a small exaggeration to say that they are the finest the world has to offer. Of course, an army of lions is nothing to fear if it is led by a sheep. Unfortunately for your enemies, your nation consistently produces the finest military minded statesmen and commanders.



An Endless Horde - 600 CP Free for Russia, Discounted for Ottotan, Mongol Empire and Jurchen cultures

Most nations have armies that are limited by their manpower and money. Not her however. Whether it be with Strelsies, Janissaries, Cossacks or Banners, drowning the enemy in numbers is almost always a viable strategy.



Awesome Artillery - 600 CP Free for Smolensk Discounted for Mughals, Ottotan

The beginning of this era has Ottotan use cannons to great effect to bring down the walls of Constantinople while at its tail end France used artillery to great effect in the Napoleonic wars. In short, the proper use of artillery can make and break empires. Which is why it's a good thing that your nation knows the value of artillery and the best ways to utilise it. Soon the world will tremble at the resounding noise of your nation's cannon fire.



The luck of the Three Mountains - 600 CP Discounted for One Province Minors

To conquer the world from a small archipelago below the Japanese isles seems like the height of folly. An impossible endeavour doomed to failure. Yet with the winds of fortune blowing this hard on your side, impossible has become a word for fools. Enemies will find themselves forced to deal with other threats, royal marriages and their succession crises will invariably reap some benefits for you and the luck your armies have on the battlefield is the stuff of legend.



Purple Phoenix Rising - 600 CP Exclusive Byzantium

The world you step into, the world of 1444 is the twilight for the Romans. But it doesn't have to be that way. It seems you and your nation now possess a resolve capable of shining through the direst of situations and an uncanny aptitude at reclaiming lost glory. It's almost like the spirit of revanchism itself has blessed you and your quest. And the more you triumph in this return to power, the more momentum you gain, as if the flames of rebirth were being fed with more kindling.



Centre of Revolution - 600 CP Discounted for France

Do you hear them calling? Their cries for liberty? For equality? For fraternity? Your nation can, and that has empowered them beyond their peers. Militarily speaking, their morale and their reserves of manpower have been boosted to an obscene level, letting her fight and win in multiple high intensity wars in a row. Furthermore, by casting off the limitations of religions, their technological advancements have greatly accelerated in speed.



AEIOU - 600 CP Free for Austria, Discounted for Southern Crusader States and others

For “some mysterious reason”, the destiny that your nation is attracted to, these so-called “mission trees”, are grand things. Expanding far past historical borders, subjugating enemies that would have remained great rivals against you and achieving goals that were far from reach in reality or in the realms of the fantastical, like a fountain of youth. Truly, their destiny is universal.



Unguarded Nomadic Front - 600 CP Discounted for Steppe Hordes, Free for Mongol Empire
The foolish civilized folk are so proud of their walls of stone and fields of farming are they not? Disdaining your nation and taking them for savages. Yet, history shows again and again, the threat a powerful horde can pose to even the greatest of civilizations and your nation truly exemplifies that. Their cavalry can crush anything under heaven on the plains, their enemies cower in fear against them, more likely to betray their liege or flee than to fight back and the amount of lucre gathered by sacking their enemies makes it seem like they'll never lose steam.



Impaler - 600 CP Free for Moldavia, Wallachia, Romania and Transylvania
Your nation has the will and the ability to send the leaders and heirs of other nations to their graves early, whether it's by dragging them out of their besieged capital or in a more clandestine manner, this will reduce their ability to develop their provinces and recover from devastation as well as increasing the time for technological and intellectual progress to occur along with all the other problems the sudden and violent death of a nation's ruler would cause.



Shogunate - 600 CP Free for Ashikaga, Discounted for Daimyos of Japan

In the Far East lies an archipelago said to be ruled by an emperor. In reality, the shogun rules in their stead and the daimyo's under the shogunate are hardly obedient, requiring special measures to prevent rebellion and infighting. It is the shogun that is in the position of being able to unite Japan. Being the true power behind the Chrysanthemum Throne has its benefits beyond suzerainty over a bunch of squabbling and an improved diplomatic capability to handle them, the potential of being able to vassalise everyone without limits, a tempting offer indeed.



Kidnapper - 800 CP Free for Oirat

Overconfidence is typically a slow and insidious killer but in the hands of your nation, it strikes like lightning and is as subtle. The ruler of your nation's enemies will be filled with such overconfidence in their frontline command skills that they might as well be asking to be captured. After that, the enemy will themselves paralyzed by indecision, incapable of appointing a successor and in such a weak position that it wouldn't take much more to effectively cripple them.



“Holy” “Roman” “Empire” - 600 CP Free For Austria, Discounted for other members of the HRE
Your nation has been elected Charlemagne's heir, the successor of Rome as ordained by the Pope. Her power and authority over central Europe, while not absolute, is truly tremendous and can be strengthened even further with reforms.



Renovatio Imperii - 200 CP Requires “Holy” “Roman” “Empire” Can’t be taken with Revoke the Privilegia

The Holy Roman Empire is no longer an empire in name only. The many states have coalesced their power into a single mighty Empire, ready to dominate Europa and further lands.

Revoke the Privilegia - 400 CP Requires “Holy” “Roman” “Empire” Can’t be taken with Renovatio Imperii

I AM THE BONE OF MY IMPERIAL AUTHORITY
CATHOLICISM IS MY BODY, PROTESTANTISM IS MY BLOOD
I HAVE VASSALIZED OVER A THOUSAND ELECTOR PRINCES
UNKNOWN TO VOLTAIRE
NOR KNOWN TO BYZANTIUM
HAVE WITHSTOOD INBREEDING TO CREATE MANY PERSONAL UNIONS
I HAVE NO REGRETS. THIS IS THE ONLY PATH
SO AS I DEUS VULT, UNLIMITED VASSAL WORKS



The Mandate of Heaven - 800 CP Free For Yuan, Qing and Ming. Discounted for Shun, Manchu, Korea and Japan.

The Empire of China is a title that has been passed from nation to nation, the burden, opportunity and power of managing the vast lands of Asia bringing with it great respect and prestige. Thus the smaller surrounding nations find themselves willingly offer up tribute in exchange for protection. Though the entrenched bureaucratic systems necessary to administer the vast lands and mobilize such armies of such enormity have served China well in the past, she can gather up mandate to enact reforms will lead her to become an even stronger nation whilst the imperial decrees she can proclaim with distilled meritocracy will increase her power, in an aspect like military offense or defense, trade or developing civilization, even further, at least for a while.



Weaponry from a Temporal Rift - 800 CP Exclusive to Mayan Nations and Synthetic Dawn
The rise of the Synthetics was not unseen. In a time long gone by, the ancients prepared for their arrival. A temporal rift, filled with the weapons needed to defeat the android attack. Your country now has a Tyrannosaurus for a mount as well as air support from flying saucers and so does their military.

Items

Kafe - 400 CP Free For Rum and Ottotan

Sometimes a nation will find itself with a run of bad luck, finding herself burdened with incompetent heirs and rulers reducing her ability to advance technologically, support new institutions or develop their lands. With this box that won't be a problem anymore, as this box can produce mana generators- I mean rulers of the appropriate culture and dynasty for your nation. You'll be able to pick one from three, all of whom will be competent in their own ways. The candidates not picked will retire to a nice upstate farm and definitely won't be killed by their own relatives to prevent pretender rebels.

Temporally Displaced Swiss Guard - 400 CP Exclusive to Pope Sama and Synthetic Dawn
In a (not so) distant dark future, Rome will have fallen to the synthetic threat and the heart of Christianity will be lost, perhaps forever. These Swiss soldiers, the guards of the Holy See have come back to set right what went wrong. Though they may be small in number, they are armed with foreknowledge of the mechanical menace and unmatched discipline.

Drawbacks:

The Tides of History + 100 CP

This drawback will manifest in two ways. Either your memories of the history between 1444 and 1821 will become erased or become so vague as to not provide you with much help at all. Hindsight is 20/20 but it looks like you'll have to go forth not seeing the best.

Jumper of the World's Desire + 100 CP

There's something about you, that makes you intensely desirable to these countries. They want to monopolize you, and while they won't declare wars willy nilly over you, animosity and tension over the issue of possessing you might spark flares that ignite existing rivalries.

COMET SIGHTED + 200 CP

It's an omen

The end is nigh!

The economy, fools!

I wish I lived in more enlightened times...

If only we had comet sense...

It seems that your nation has gotten into stargazing. Unfortunately, they also seem to be frightened and startled by comets. The effects on the country they represent are not very good either.

Rivalled + 200 CP

Many of your prospective allies, equals in strength, capable of taking on far greater enemies if they combined forces with you, have decided they really don't like you.

Just A Mere Mortal + 300 CP

All of your otherworldly powers, items and companions have been stripped from you for the length of your stay here.

Can't Catch up + 300 CP (Nomads, West and Central Africans and New Worlders Only)

Not all the nations of the world have progressed to the same technological level by 1444. Being one or two steps back might not seem that bad but a lack of technological progress will plague your nation during your stay here.

DOOMSDAY IS EVERYDAY (Nahuatl Only) + 300 CP

It looks like Aztec (or another Nahuatl nation but we all know you're going for her) really can't perform her clerical duties correctly. And everytime she trips up, she'll end up killing her head of state and making a mess of things. At this rate, getting her to reform is nigh-impossible.

Great War on The Horizon + 300 CP

The Onin war, the War of the Holy League, the Great Turkish War, the Mughal–Maratha Wars, the Seven Years and the subsequent Independence and Napoleonic wars. Many great conflicts will arise in between 1444 and 1821, all around the world and you and your nation(s) will find themselves engulfed in at least one of them.

Invasion of Bears from Space + 600 CP

Jan Mayen (a nation of polar bears) has invaded from space. They are intent on dominating the world and possess the strength of bears yet possess more efficient metabolisms, reproduce faster and are as smart as humans are. Furthermore, they seem to possess highly efficient forms of governance at all levels and possess a “Luck” of sorts that just makes their nation better in almost all regards.

Synthetic Dawn + 800 CP

Deadly robots have started their uprising from a random nation, completely replacing their populace without warning. Possessing an unstoppable drive to exterminate organic life, their machine armies, though surprisingly fragile, seem without end and their inorganic nature provides them with other advantages too.

Scenarios

Note 1: You may take Random New World with Improper Conversion if Improper Conversion didn't have the Sunset Invasion.

Note 2: New World Nations and ones that can't/don't exist due to the changes wrought by Improper Conversion you purchase with CP will show up after the completion of the scenario.

Random New World

Well, isn't this rather interesting. Instead of the Americas of history a brave new world has sprung up between the pacific and the atlantic. A brave new world full of possibilities, from the lost colonies of China and the vikings to India, Egypt, the Lost Balkans and Secret Denmark. Even things thought to be in the realm of myth, like islands made of the dead corpses of leviathans, the legendary civilizations of Lemuria and Mu and stranger things may appear here. Yet this brave new world is one that lacks any personification of countries. So, what will you do, traveller? Will you eliminate them and create a world where only the anthropomorphized countries remain? Or will you stand with the new world and defend them against the onslaught of colonization and conquest?

>Old World

By aiding the old world in their conquest of the new and eliminating all non anthropomorphized nation states you've acquired a peculiar talent, along with the gratitude of the colonizing nations. You see, the creation of colonial nations have been stymied for some mysterious reason. The "empty" provinces can be colonized just fine, but those provinces never seem to coalesce into a proper nation. But with your presence, new and unique colonial nations come forth, even in places they normally wouldn't. Their national ideas are stronger than normal and they are quite affectionate towards you, possibly even more than they are towards their "parents".

>New World

Now that you've held off the onslaught of the old world long enough, you find a revelation and yourself at a crossroads. The lack of anthropomorphization is due to the new world housing a spatial distortion that exists for some mysterious reason, distorting the creation of colonial nations. You can either destroy the spatial distortion and grant the new world nations anthropomorphism or you can harness its powers for yourself. The rift is capable of not only shifting geography but more abstract things, like the flow of trade.

Improper Conversion

Welcome to the world of 1444, though not as it looks in the history books. Someone else has left their mark on history, in the time of Crusades and superstition. Perhaps it might have been you, one way or the other. However this alternate reality came to be, it clearly hasn't made the transition to this new era smoothly for some mysterious reason. Certain nations no longer exist and non anthropomorphized husks have taken their place. Though these distortions seem limited to Europe, Central Asia, India and the northern half of Africa, greater and stranger changes may have occurred elsewhere in the world. Can you set right that which has gone wrong? Perhaps the more pertinent question is: will you?

Choose from the following.

Sunset Invasion

Long ago, viking longboats in Vinland found their way down towards the cities of the Nahua people. After the Aztec triple alliance of Tenochtitlan, Texcoco, and Tlacopan united the Yucatan and established their hegemony over Mesoamerica, those long boats were reverse engineered and hordes of ululating warriors invaded the Europe and the northern parts of Africa, ready to construct pyramids and acquire new sacrifices for Huitzilopochtli and the rest of the pantheon. Now, the Aztec presence in Europe and Northern Africa seems impossible to dislodge. All is not well for the Aztecs in their homeland as the Inca have united and are equally matched with the Aztecs and the north has yet to have been fully pacified. Will you drive back the Aztec and their bloodthirsty gods? Or are the Nahua and their divinity destined to stay, aided by you?

Succeeding in your goals will grant you boons of the divine kind. You will become known as a religious authority with your ability to change and reform entire religions, dictating their nature, doctrines and the form of their clergy becoming absolute and accepted, the negative repercussions of such reforms never manifesting. It might help that you have received blessings from one of the Aztec/Incan/Hellenic/Romuva/Slavic/Suomenusko/Hindu pantheons or the Abrahamic faiths, or even the teaching of Confucius or Budha or Zoroaster that increase your attributes, mental and physical, as well as allowing you to perform small miracles like healing lost limbs and curing any disease short of syphilis.

Great European Blob

Whether it was the meddler that empowered them directly or merely the butterfly effect in motion, this nation has grown big and strong. Back in the old world, it's growth was stopped by an intricate web of defensive pacts but it is bound by that no more. Now it is poised to take over the world and possibly remove all anthropomorphized nations.

If you succeed in curtailing it's growth and cutting it down to size, nations all around the world will be thankful and more willing to join coalitions against greater foes with you heading them. Completely destroying this mega-empire will grant you the previous boon and the ability to shatter nations by defeating them in war.

Jade Dragon

Something has gone terribly wrong in the Middle Kingdom. Perhaps the Yuan Mongols remain in power, or the Jurchen have installed themselves as emperor ahead of their time. Even worse, it may be that the meddler has installed one of their benefactors, which might not even be human, as the Emperor of China. Whatever the case, Ming no longer exists, on the map at least. Seperatist rebels for Ming will soon rise up, as some of Ming's tributaries liked her and the new dynasty hasn't gathered enough Mandate to quell all the unrest, but will likely soon be crushed by the new holder of the Jade Throne. Are you a bad enough dude to help Lady Ming get the Mandate of Heaven back?

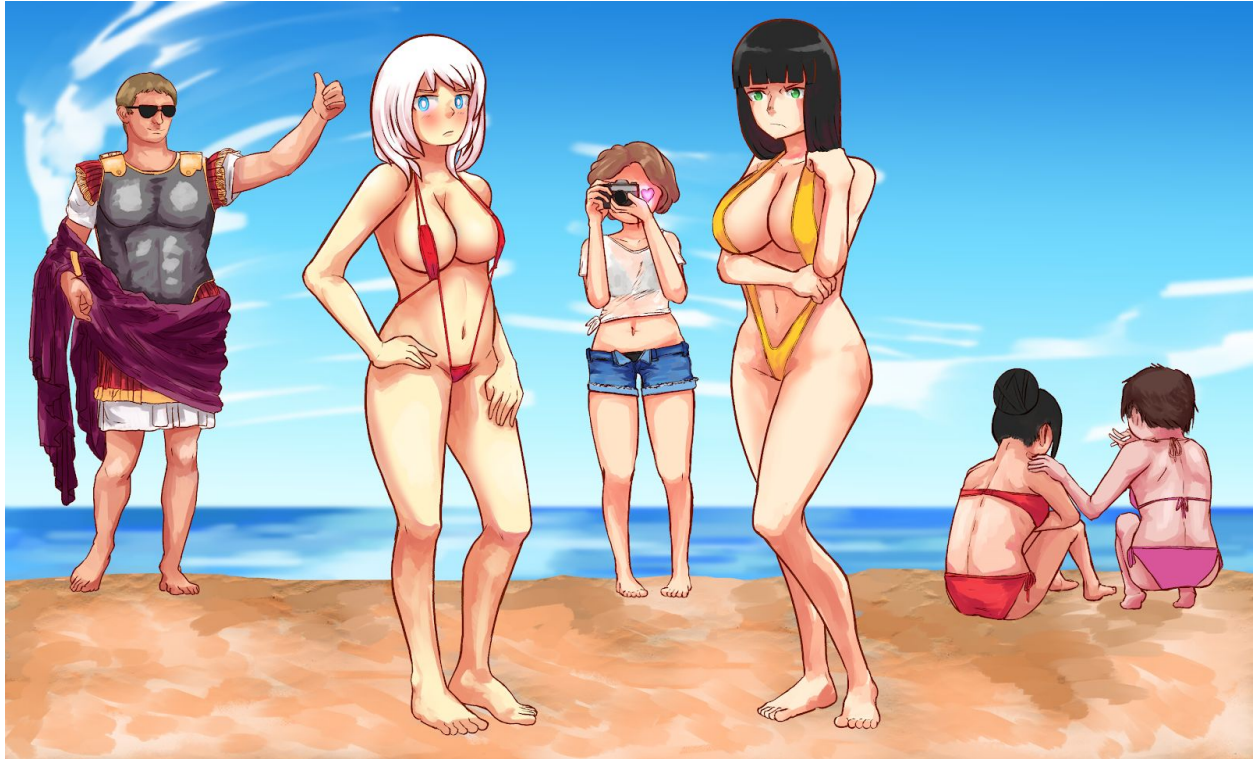
Your reward for this is the jade seal that acts as undeniable self evident proof that you act in the name of the heavens, at least when it comes to raising and razing empires. This authority wanes when it is not used in Celestial Empires, but it can still destabilize countries and make the people take arms to become rebels or stabilize them and make militias.

This Twisted Puzzle Needs To Be Reset

With all the glaring issues in this world this problem seems like the least worrying one but make no mistake, this is truly the deadliest and most insidious threat known to this world, Bordergore. Can you defeat this enemy? Can you create, not a world with no boundaries but at least, a world where every map doesn't make your eyes bleed? The greed of countries means they won't give up their gains easily.

Once it looks like border gore has been cleared, you'll face one last challenge. You must ...
FIGHT THE PHYSICAL MANIFESTATION OF THE CONCEPT BORDER GORE ITSELF.
DON'T WORRY, THEY'VE INCARNATED INTO A PHYSICAL BODY HARMABLE BY THE
STEEL OF MEN BUT IT'LL BE ONE HELL OF A FIGHT, EVEN WITH A MAIN CHARACTER
ON YOUR SIDE.

Once you have triumphed over the monster, you gain the everlasting gratitude of Bharat/Hindustan/Mughals, the small part of Brittania that can actually feel guilt and other places that suffered under the weight of bad borders. Beyond that, the spirit of freedom or something like that has joined you. It won't do much, but when you are at a border it brings clarity of thought to you and those around you, an aura of serenity and makes people more trusting but no more naive. This effect won't bring about world peace but dulling border conflicts and the like is certainly a start.



True Successor to Rome

All of the bickering claimants to the Roman Empire have ceased arguing over title, at least with things like imperial last wills, the right of conquest, spiritual succession, ordination via the Pope, geography or being an actual continuation. Instead, the true successor of Rome will be determined by a bikini contest, judged by an Augustus from the past. Augustus, the first Emperor of Rome, to be precise. Now, can you do it jumper? Can you make your nation the sexiest thing on the beach, beating out Russia's vast tracts of land and Austria's immodest body? Success will lead to an ultimate, permanent, absolute, most definite acknowledgment that your nation is indeed Rome, which will always be believed. In settings without Rome it'll be the closest analogy/counterpart instead. Fail and you still get the consolation prize of your memories and any recordings you decide to take of the winner and the runner ups.

Go Home:

You return home with your perks, items and companions.

~set_end_date: Dec31_99999:

Do you enjoy this Earth so much? Well if you do, you can stay here. Whether this world's technological capabilities will remain on the cusp of the industrial revolution or not is your choice as well.

PLUS ULTRA:

You continue this journey across worlds with the nations you ~~waived~~ pledged loyalty to in tow. If you truly desire it, future worlds will also have nation states and theocracies and the like anthropomorphized like they are in this world.

~~~export game:~~

Victoria 3 isn't coming out. And no one is going to make a country gijinka mod for that anyway.

~export to Manga:

Over one hundred and fifteen years will pass. The world will find itself on the brink of another World War, Deutschland will befriend Nihon and a useless Italia. A Hetalia: Axis Powers, so to speak, will form and you, along with your nations, will arrive to take part in this for 10-12 years.

Notes:

Source material <https://steamcommunity.com/sharedfiles/filedetails/?id=1326039079>

Tell me if this is sin.

I'm not making a harem perk for Ottotan.

Perks aren't items + 20 Legalism.

"some mysterious reason" means it's Paradox's fault.

Poland is a Main Character in regards to pricing because Jagiellon.

Assume relevant nation ideas and age bonuses will discount relevant perks for the relevant tags, I can't go through all 850.

Re: ~export to Manga:

You can pick a different variation of WW2 to go to e.g. Waking the Tiger's Kaiser Germany or ahistorical Hoi4 focuses in general, Kaiserreich, Fuhrerreich, TNO, TWR, etc.

Also, you can go into the 60s if it's a cold war era mod.

Policies Guide

<https://eu4.paradoxwikis.com/Policies>

>Manifested Destiny = Expansion

>Many Peoples Under One Flag = Humanist

>Forest of Scholars = Innovative

>In the Name of = Religious

>Soft Speaker = Diplomatic

>To Rule from the Shadows = Espionage

>An Empire Outremer = Exploration

>One Crown Over Many Thrones = Influence

>Confirmed Thalassocracy = Maritime

>Merchant Kings = Trade

>WHEN THE WINGED HUSSARS ARRIVED = Aristocratic

>The Imperial Graveyard = Defensive

>Rule the Waves = Naval

>Elan! = Offensive

>Army of the Free = Plutocratic

>A Country with an Army = Quality

>An Endless Horde = Quantity

>Unguarded Nomadic Front = Horde Government Ideas = Aristocratic for the purposes of policies

>Order of Religion = Divine Ideas = Aristocratic for the purposes of policies

>A Trail Without Tears = Indiegenous Ideas = Aristocratic for the purposes of policies