MY SUBREDDITS FRONT - ALL - RANDOM | GADGETS - SPORTS - GAMING - PICS - WORLDNEWS - VIDEOS - ASKREDDIT - MORE »

PARADOXPLAZA

Want to join? Log in or sign up in seconds. | English

Sales Game Converters Game Mods Flair Guide Wikis Paradox Forums

comments related

32

Stellaris - Will have religions in Stellaris?

(self.paradoxplaza)
submitted 5 months ago * by Kabra_men
Lord of Calradia

I think it would be cool to have conflicts between species, each trying to impose their religion to become the doninate in the galaxy (or in the universe), or even the player discover mysterious artifacts that make people become crazy for thinking that they discovered a "God", and with the possibility of causing mutations (like in Dead Space and Mass Effect), causing internal conflicts because of these new religions.

48 comments share

search

this post was submitted on 08 Aug 2015
32 points (86% upvoted)
shortlink: https://redd.it/3g8ouv

username password
remember me reset password login

Submit a new link

Submit a new text post

all 48 comments Load all comments

sorted by: best

[–] **AlexiosAlexandor** 53 points 5 months ago

All I want to be Happy is the possibillity to become the God-Emperor of $SPECIES_NAME_ADJ$

permalink

> [–] **Kabra_men** Lord of Calradia [S] 25 points 5 months ago*
>
> All I want is my Zoroastrian Persian Empire conquer the galaxy
>
> permalink parent
>
> > [–] **Dancing_Anatolia** Map Staring Expert 8 points 5 months ago*
> >
> > I know your empire's motto right from the get go.
> >
> > "Thus Spoke Zarathustra."
> >
> > permalink parent
> >
> > [–] **AlexiosAlexandor** 7 points 5 months ago

paradoxplaza

subscribe 35,941 Map Staring Experts

190 World Conquerors

Welcome to Paradox Plaza

This is a sub-reddit for discussion, links, etc. about any game published by Paradox Interactive or their partners. Games similar to Paradox titles may also be discussed.
Our Teamspeak IP is : **188.166.77.244**

- **Hover your mouse over any of the boxes below to view relevant information.**

Rules

ok, yeah, thats on 2nd place.

permalink parent

[–] **Cmushi** Map Staring Expert 19 points 5 months ago

Probably it will be close to vic2 than eu4 where religion is used to define pops.

permalink

[–] **Kabra_men** Lord of Calradia [S] 4 points 5 months ago

How is in Vic2? I only played CK2, and I'm starting to play EU4 now.

permalink parent

[–] **srasmus4** 18 points 5 months ago

It barely matters in Vic II. The game tracks religion for each pop and has them slowly convert to the state religion, but it has no real effect on game play.

The framework is there for use in mods, and some modders have used it in small ways, but it has little to no effect.

permalink parent

[–] **VanWesley** Victorian Emperor 13 points 5 months ago

You could replace religion with almost anything else (eg. favorite color, football team, etc) and it wouldn't have any effect in gameplay.

permalink parent

[–] **BanishTheSpleen** 2 points 4 months ago

A mod for Vicky where instead of nations competing, it's football teams.

It makes perfect sense, with the spheres of influence and whatnot.

NERF MAN U, LIVERPOOL STRONK

permalink parent

[–] **The_Ironic_Badger** 10 points 5 months ago

Here you go: http://www.victoria2wiki.com/Religion

Religion definitely plays a smaller part in vic2 than eu4 or ck2.

1. Posts must be related to games published by Paradox, Paradox itself, or other games similar to Paradox titles. Just the title of the post being relevant does not qualify
2. No memes, reaction pictures, Paradox stuff edited into completely unrelated content, or similar. Post those in /r/ParadoxExtra. Comics or pictures that are 100% or almost 100% OC are allowed but still at the discretion of the moderators. This also applies to comments; comments that are composed entirely of memes will be removed.
3. No game-trade threads!
4. No giveaways unless cleared with the moderators
5. All posts must have link flair.
6. Follow reddiquette.
7. Avoid topics on the list of banned topics
8. No links to pirated materials or key resellers. Discussion about games like EvW is allowed.
9. No advertising Steam groups.
10. Provide background information whenever you post a screenshot.

Websites and Wikis

Lists and Guides

Subreddits

| Mail the mods

created by derkrieger Holy Paradoxian Emperor
a community for 4 years

discuss this ad on reddit

MODERATORS message the moderators

permalink parent

[–] **Kabra_men** Lord of Calradia [S] 3 points 5 months ago

Thanks bro! That's explain a lot!

permalink parent

[–] **geekest_cat** 22 points 5 months ago

In Vicky, pops distinguished themselves by culture and religion type. I doubt the number of pop categories is raised ion Stellaris since the game is about space and there are probably lots of game mechanics already coded that are more important, but if a second category is to be kept, I'd chose culture because of the game implications it may have (humans/aliens splitting in factions and allying with third alien factions, etc).

permalink

derkrieger Holy Paradoxian Emperor
Meneth Paradox Wikis Admin
AutoModerator You will be assimilated
Stelith61 Port Arthur Escapee
Kailvin Emperor of Palmyra
klngarthur (Regency Council)
SirkTheMonkey Colonial Governor
KaTiON Flag Staring Expert
Shalaiyn Doctor Map Painter

...and 2 more »

[–] **Kabra_men** Lord of Calradia [S] 11 points 5 months ago

I think it's easier that species make alliances for religious reasons than cultural reasons because it has several factors that define a local culture (the history and geography of the place for example). But in the case of religion, both a person in Brazil or Italy can have the same religion (Catholic for example), but the cultures are totally different, and even certain religious customs are adapted/created for each culture.

But as you said, we do not know much about the mechanics of the game (besides having other mechanics that are probably more important), so maybe the culture/religion will be not a big deal.

permalink parent

[–] **IceNein** 3 points 5 months ago

I find it highly unlikely that religion would survive the jump to a multiple sentient species intragalactic society. Do you really think that Amoeba dude is going to accept Jesus Christ as his personal savior? A human being who was born, lived, and died on Earth?

permalink parent

[–] **Draakon0** 6 points 5 months ago

Who is to say that they necessarily have to follow the old Earth religions? Maybe there's a religion about dark matter itself, which may or may not have been founded on Earth.

permalink parent

[–] **IceNein** -4 points 5 months ago

That's *possible* I guess. I find it unlikely that after developing the technology to travel the stars, people would start making up new whacky religions. I mean, other than very small cults, what religions have popped up in the last thousand years, as compared to the thousand years before that? There's just so much information flowing around that it's becomig harder and harder to convince people that there's this magical man who

performs miracles.

permalink parent

[–] **JimeDorje** 6 points 5 months ago

There's two Mormons coming to your house right now top have a word with you.

permalink parent

[–] **President_Cow** A King of Europa 0 points 5 months ago

That's not a new religion, that's a Christian heresy

permalink parent

[–] **llye** 1 point 5 months ago

maybe religion about the mysterious progenitors that gave them sentience. The progenitors become godlike beings and left to another dimension, all the while leaving us with gifts of their benevolence.

permalink parent

[–] **Hetzer** Scheming Nerd 2 points 5 months ago

http://www.smbc-comics.com/?id=1356

permalink parent

[–] **Kabra_men** Lord of Calradia [S] 1 point 5 months ago

Well, you have a point. But as the game is set in the future, I believe that the current religios must suffer some modifications to justify their existence (if they can last that long), or even new religions that can please both sides.

Or they can even be used to justify a xenophobic war and the extermination of other species "because only humans are blessed by God" or something like that.

permalink parent

[–] **IceNein** 5 points 5 months ago

I could see a species being religious, I just find it hard to imagine pan-species religions.

I mean for sure I'm for allowing a species to be comprised of religious fundamentalists who want to forcibly spread their belief through out the cosmos.

permalink parent

[–] **Kabra_men** Lord of Calradia [S] -4 points 5 months ago

The force is the best way to convert people. Mankind's history is proof of that :D

permalink parent

[–] **thesteelyglint** 3 points 5 months ago

This is just speculation, but since there are playable alien races religion will probably be less important (or irrelevant) for distinguishing between different groups. If the game focused on humans by having many human factions or only human factions, religion would probably play a larger role.

permalink

[–] **GpowerR** 5 points 5 months ago

I think if religion exist in Stellaris, it needs to be in a represented in a way different from

paradox's other history based games. Historically, most of the population is religious, so categorizing by religion make sense. However, even today, many people are not religious. That said, just because a person is not religions does not mean they hold the same worldviews. These must be taken into account if religion is to be modeled in the game.

permalink

[–] **CaptRobau** 1 point 3 months ago

Ideology?

permalink parent

[–] **czokletmuss** Scheming Duke 18 points 5 months ago

I guess the PDS will use the always popular Outgrown Such Silly Superstitions sf trope.

permalink

[–] **BadGoyWithAGun** Victorian Emperor 18 points 5 months ago

I hope not, even in the space of sci-fi tropes it's one of the more ridiculously absurd ones.

permalink parent

[–] **IceNein** -5 points 5 months ago

It's only absurd if there are only humans. Do you think that you'd convert to some octopus looking dude's religion? Would you submerge yourself in viscous goo every Monday, because it's what they do at their church?

permalink parent

[–] **BadGoyWithAGun** Victorian Emperor 15 points 5 months ago

> Do you think that you'd convert to some octopus looking dude's religion?

You mean you wouldn't? Do you *want* to be eaten last, to witness the full extent of the Old Ones' horrors before you're devoured by madness?

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn! Repent and be eaten first!

...well, perhaps I wouldn't, but then again there probably are people who would, especially in a universe where many species live together the same way different races of humans do today.

And even if you choose to neglect the prospect of cross-species religious conversion, there should still be religious particular to individual species.

permalink parent

[–] **j_are** 11 points 5 months ago

You seem to assume that any conversion would be voluntary. What makes you so sure you'd have a choice after encountering the more advanced Octopus civilization?

permalink parent

[–] **NFB42** 4 points 5 months ago

If you've seen all the things humans do, it can be taken as pretty much a given there will be individuals who'll want to convert to alien religions.

Whether entire communities would will depend on the details of the situation. But any missionary religion will definitely try.

permalink parent

[–] **IceNein** -5 points 5 months ago

I'm not fundamentally against the idea of religion being in the game in some way, if it's a mechanic that is added to certain species. The game is fantastical after all. I just don't believe that if there were an actual interstellar civilization made up of multiple sentient species that religion would be much of a thing.

I'm sure some individuals would probably still have religions, because there are people who still believe the Earth is flat.

permalink parent

[–] **The_Ironic_Badger** 3 points 5 months ago

Comparing religion to believing the earth is flat is a bit harsh, lol. I mean I'm atheist too but I can understand religious philosophy, and I think you're coming off as a bit anti-religion IRL as well as ingame.

permalink parent

[–] **llye** 4 points 5 months ago

> Do you think that you'd convert t

It also depends on how universal th
"Greater Good", it's very likely it wil

permalink parent

discussions in /r/paradoxplaza X

59 points · 40 comments

A New Colossus - USA Immigration

[–] **IceNein** -5 points 5 months ago

If a religion is more about the "Greater Good" it is not a religion. It's a philosophy.

permalink parent

[–] **llye** 3 points 5 months ago

Philosophy on a level of religion

permalink parent

[–] **The_Ironic_Badger** 2 points 5 months ago

There have been lots of instances of "alien" religions being spread on earth. For example, the Aztecs were converted by the Spanish, and Christianity couldn't be any more different to Aztec religion. This is a good scientific article about it: http://soar.wichita.edu:8080/bitstream/handle/10057/2112/LAJ%202007_70-83.pdf?sequence=1 Essentially the two most relevant conversion techniques to space would be forced conversion, and making compromisies with existing religion (E.G saying Jesus was one of the many prophets of blarganon, and he sent prophets like him to every planet)

permalink parent

[–] **ieatalphabets** Pretty Cool Wizard 10 points 5 months ago

I really hope not. Faith in BSG and in Deep Space Nine led to some really fun stories. It could do the very same here, I think.

permalink parent

[–] **llye** 3 points 5 months ago

I want to know if we will be able to play as the Pope if it has religions.

Also space theocracies would be nice.

permalink

[–] **johncawks** 2 points 5 months ago

time to lead humanity on a great space crusade

permalink

[–] **lemonhead75** 1 point 5 months ago

I doubt it. I imagine religions would be mostly limited to specific races, if anything. Perhaps alien races could be split in half due to religious disorders? But you know what I mean, I dont feel liek there will be space missionaries converting the entire quadrant.

permalink

[–] **MenisPuncher** -9 points 5 months ago

I think humanity will be more enlightened by le time we reach space, stupid fundies amirite?

permalink

[–] **Kabra_men** Lord of Calradia [S] 10 points 5 months ago

Well, you never know when the religious leaders decide that it is the destiny of mankind conquer the galaxy in the name of god :D

permalink parent

[–] **llye** 2 points 5 months ago

and when warmongering politicians embrace that idea

permalink parent

[–] **BadGoyWithAGun** Victorian Emperor -11 points 5 months ago

To offer some anecdotal evidence, I think atheists are breeding themselves out. Very few of my acquaintances who are atheist (myself included) have children, whereas most religious people I know married at 20 and earlier and have been breeding relentlessly since. It seems to be an evolutionary disadvantage, so the future belongs to the faithful.

permalink parent

[–] **MenisPuncher** -11 points 5 months ago

This is mainly due to Christians being moral people who want to start a family and atheists wanting to be "free" their entire life and die unloved.

permalink parent

[–] **MeteorPhoenix** 2 points 5 months ago

I am an atheist. I'm pretty loved, and I can't wait to have kids. What's your problem?

permalink parent

about
blog
about
values
team
source code
advertise
jobs

help
site rules
FAQ
wiki
reddiquette
transparency
contact us

apps & tools
Alien Blue iOS app
mobile beta
buttons

<3
reddit gold
reddit store
redditgifts

Use of this site constitutes acceptance of our User Agreement and Privacy Policy (updated). © 2016 reddit inc. All rights reserved.
REDDIT and the ALIEN Logo are registered trademarks of reddit inc.

π