Base

persistTable.GlobalTable.roses

•		ExperienceRa	adius		#
		CustomAttribu		# (CustomAttributes)	ATTRIBUTE_TOKEN
		CustomSkills		# (CustomSkills)	SKILL_TOKEN
		CustomResis	tances	# (CustomResistances)	
		CustomStats	tarioco	# (CustomStats)	STAT_TOKEN
Base	BaseTable	Types		# (Types)	TYPE
		Spheres		# (Spheres)	SPHERE
		Schools		# (Schools)	SCHOOL
		Disciplines		# (Disciplines)	DISCIPLINE
		SubDiciplines	<u> </u>	# (SubDisciplines)	SUBDISCIPLINE
		Equations		EQUATION TOKEN	Equation
-	ClassTable	4	CLASS	_TOKEN	
Class System	SpellTable			TOKEN	
,	FeatTable			TOKEN	
Civilization System	CivilizationTa	able		ON_TOKEN	
	EnhancedBu	uildingTable	BUILDIN	 G_TOKEN	
	EnhancedCı	eatureTable	RACE	CASTE	
Enhanced System	Enhancedite	emTable	ITEM_	TOKEN	
	EnhancedM	aterialTable	TYPE	SUBTYPE	
	EnhancedRe	eactionTable	REACTIO	N_TOKEN	
Event System	EventTable		EVENT	_TOKEN	
	BuildingTabl	e	# (BUILI	DING_ID)	
	EntityTable		# (ENT	TTY_ID)	
Game Tables	ItemTable		# (ITE	EM_ID)	
	UnitTable		# (UN	IIT_ID)	
		120	RACE CASTE		#
		Kills -	EN	TITY	#
	01.1.17.11		RACE	CASTE	#
Global	GlobalTable	Deaths -	EN	TITY	#
		Trades	EN	TITY	#
		Sieges	EN	TITY	#

Page 1

Left Justified = Fixed table entry

Center Justified = Can be multiple table entries

Right Justified = Final Value in table, only one entry

ClassSystem

ClassTable			CLASS_TOKEN	Description	SpellTable		SPELL_TOKEN	Description	FeatTable	FEAT_	TOKEN	Description
Name			Name	Name of the class	Name		Nam	e Name of spell	Name		Name	Name of the feat
Description			Description	Description of the class	Description		Descriptio	n Description of spell	Description		Description	Description of the feat
Levels			#	Number of levels the class has		Туре	TYP	E	RequiredClass	TOKEN	#	Class required to gain feat
AutoUpgrade			CLASS_TOKEN	Class to change to at max level	-	Sphere	SPHER		ForbiddenClass	TOKEN	#	Class forbidding gaining feat
RequiredClass	CLASS_	TOKEN	#	Class required to change to this class	Classification	School	SCHOO		RequiredFeat	TOKEN		Previous feat required for gaining feat
ForbiddenClass	CLASS_	TOKEN	#	Class forbidding a change to this class	-	Discipline	DISCIPLIN	 spells together in different ways 	ForbiddenFeat	TOKEN		Previous feat forbidding gaining feat
RequiredSkill	SKILL_	TOKEN	#	Skill required to change to this class	-	SubDiscipline	SUBDISCIPLIN		Cost		#	Number of feat points the feat costs
RequiredTrait	TRAIT_	TOKEN	#	Trait required to change to this class	Level			# The "level" of the spell	Effect	# (Effect)	EFFECT	Descriptions of the feats effects
RequiredAttribute	ATTRIBUT	E_TOKEN	#	Attribute required to change to this class	ClassRestricted		true/fals	e Is the spell tied to a specific class?	Script	# (Script)	SCRIPT	Script to apply when gaining feat
RequiredCreature	CREATUR	E_TOKEN	CASTE_TOKEN	Creature required to change to this class	RequiredAttribute	TOKEN		# Attribute required to learn spell				
RequiredCounter	COUNTE	R_TOKEN	#	NCI	RequiredClass	TOKEN		# Class required to learn spell				
	Experience		#	Experience needed to reach this level	ForbiddenClass	TOKEN		# Class forbidden from learning spell				
	FeatPoints		#	Feat points earned at this level	RequiredSpell	TOKEN		Other spell required to learn spell				
		Attribute	TOKEN #		ForbiddenSpell	TOKEN		Other spell forbidding learning of spel				
		Skill	TOKEN #	These are permanent changes applied to the Attribute/Skill/Resistance/Stat/Trait when	Upgrade		SPELL_TOKE	N Replaces when this spell is learned				
	LevelBonus	Resistance	TOKEN #	reaching this level. These changes are kept even when changing classes and are	Effect		EFFEC	T Spell effect in plain words				
Level # (Level)		Stat	TOKEN #			Resistable	true/fals	e Can the spell be resisted?				
Level # (Level)	'	Trait	TOKEN #			CanCrit	true/fals	e Can the spell crit?				
		Attribute	TOKEN #			Penetration		# Amount of penetration (-resistance)				
		Skill	TOKEN #	These are temporary changes applied to the Attribute/Skill/Resistance/Stat/Trait at the	Details	CastTime		# Length of cast time in in-game ticks				
	Adjustments	Resistance	TOKEN #			Exhaustion		# Amount of exhaustion to add after cas	t			
		Stat	TOKEN #	other with each level.		HitModifier		# Flat hit modifier				
		Trait	TOKEN #			HitModifierPerc		# Percentage hit modifier				
Spells SPEI	LL TOKEN	RequiredLe	evel #	Level required to learn spell	-Gains	Experience		# Experience gained on cast				
Spells SPEI	LL_TOKEN	AutoLearn	true/false	Does the class automatically learns it?	Gairis	Skill	TOKEN	# Skill experience gained on cast				
					SourceAttributes	Primary	TOKEN					
					SourceAllibutes	Secondary	TOKEN	These are attributes to use in the				
					TargetAttributes	Primary	TOKEN	equations of the script.				
					rangerAttributes	Secondary	TOKEN					
					Announcement		Announceme	nt Announcement displayed on cast				
					Script	# (Script) SCRIP	T Scripts to execute on cast				

CivSystem

NameNameBase civilization nameNameNameName of the levelDescriptionDescriptionDescriptionDescriptionDescriptionDescriptionLevels#Number of levels the civilization hasTime#Time (in-game ticks) required to have past df.global.ui.fortress_ageLevelBercentLeveling MethodHow the civilization levels upPopulation#Population required df.global.world.entity_populations[n].countsLevelPercentPercent chance/number required for level up (depending on LevelMethod)SeasonSEASON_TOKENSeason required df.global.cur_season	CivilizationTable	•	CIVLIZATION_TOKEN	Description	CivilizationT	able.Level		# (Lev	rels)	Description
Level Part Number of Newton the Coalization Investor age Part	Name			*	Name			•	Name	•
	Description		Description	Base civilization description	Description			1	Description	Description of the level
Secon	Levels		#	Number of levels the civilization has		Time			#	Time (in-game ticks) required to have past df.global.ui.fortress_age
Fach teen has its own table, detailed to the right	LevelMethod		Leveling Method	How the civilization levels up		Population			#	Population required df.global.world.entity_populations[n].counts
Realt Replies Population Popules Population Population Population progress are required if global un progress; production Population Pop	LevelPercent		#	Percent chance/number required for level up (depending on LevelMethod)	-	Season		SEASC	N_TOKEN	Season required df.global.cur_season
ProgressFacture ## Transprogress reals required of digitabel and progress. propulation of ProgressTacture ## Transprogress reals required of production progress. production ## Production progress reals required of production progress. production ## Production progress are required of production progress. production ## Production progress are required of production progress. production ## Production progress production ## Production production ## Production progress ## Production progress ## Production progress ## Production progress ## Production ## Production	Level	# (Levels)		Each level has it's own table, detailed to the right		TreeCut			#	Number of trees cut required df.global.ui.trees_removed
Progress Trade Progress Trade progress rank required df.global ut progress. rank Progress Production Numbraffacs Numbraffacs Totoleans of trequired df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate Total internate a for required df.global ut progress, profit celebrate New York Number of required df.global ut profit pr						Rank			#	Fort rank required df.global.ui.fortress_rank
Production progress rank required df global ulargoress, production NumArtifacts Summartifacts owner dequired df global ulargoress, production Total canadians and or required df global ulargoress, production Total insanities and or required df global ulargoress, production Total insanities and tor required df global ulargoress, lorder deaths Total insanities and the required df global ulargoress, lorder deaths Total insanities and the required df global ulargoress, lorder deaths Total insanities and the required df global ulargoress, lorder deaths Total insanities and the required df global ulargoress, lorder view under the long production Amount of wealth required df global ulargoress, lorder view under the long production Amount of wealth required df global ulargoress, lorder view under the long production Amount of view under required df global ulargoress, lorder view under the long production Amount of view under required df global ulargoress, lorder view under the long production Amount of view under long under the long production Amount of view under long under the l						ProgressPopulation			#	Population progress rank required df.global.ui.progress_population
NemAntificities						ProgressTrade			#	Trade progress rank required df.global.ui.progress_trade
TotDeathids # Total enables at fort required df.global ut facks total_deaths Tottlesamiles # Total insminises at fort required df.global ut facks total_enables Tottlesamiles # Total insminises at fort required df.global ut facks total_enables Hotzeculons # Total enables at fort required df.global ut facks total_enables Hotzeculons # Number of migrant waves required df.global ut facks total_enables Wealth TYPE # Number of migrant waves required df.global ut facks total_enables Wealth TYPE # Number of migrant waves required df.global ut facks total_enables Hotzeculons # Sulting required df.global ut facks total_enables total_enables total_enables df.global ut facks total_enable						ProgressProduction			#	Production progress rank required df.global.ui.progress_prdouction
Totinsanities						NumArtifacts			#	Number of artifacts owned required df.global.ui.tasks.num_artifacts
Required Total executions # Total executions at fort required off global ut assist stotal_executions						TotDeaths			#	Total deaths at fort required df.global.ui.tasks.total_deaths
MigrantWaves # Number of migrant waves required df.global.ut.itasks.migrant, wave. izk Weath TYPE						TotInsanities			#	Total insanities at fort required df.global.ui.tasks.total_insanities
Wealth TYPE # Amount of wealth required difglobal unit asks wealth [TYPE]					Required	TotExecutions			#	Total executions at fort required df.global.ui.tasks.total_executions
Building TOKEN # Building required df.global.world.buildings.all						MigrantWaves			#	Number of migrant waves required df.global.ui.tasks.migrant_wave_idx
Skill TOKEN # Skill required dr.global world units.active						Wealth	TYPE		#	Amount of wealth required df.global.ui.tasks.wealth[TYPE]
Class TOKEN						Building	TOKEN #		#	Building required df.global.world.buildings.all
Entity/Kills TOKEN # Number of entity kills						Skill	TO	OKEN	#	Skill required df.global.world.units.active
EntityDeaths TOKEN						Class	TO	OKEN	#	Class required
Creature Cilis RACE CASTE # Number of creature kills						EntityKills	TO	OKEN	#	Number of entity kills
Creature Deaths RACE CASTE # Number of creature deaths						EntityDeaths	TO	OKEN	#	Number of entity deaths
Trades TOKEN # Number of trades Sieges TOKEN # Number of sieges Creature TYPE RACE CASTE Creature to add/remove from entity resources Inorganic TYPE TOKEN Inorganic material to add/remove from entity resources Parties TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Refuse material to add/remove from						CreatureKills	RACE	CASTE	#	Number of creature kills
Sieges TOKEN # Number of sieges						CreatureDeaths	RACE	CASTE	#	Number of creature deaths
Remove Add Creature TYPE RACE CASTE Creature to add/remove from entity resources						Trades	TO	OKEN	#	Number of trades
Remove Add Add Add Add Add Add Add Add Add Ad						Sieges	TO	OKEN	#	Number of sieges
Remove Add Refuse TYPE SUBTYPE TOKEN Organic material to add/remove from entity resources Refuse TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE SUBTYPE TOKEN Item to add/remove from entity resources Misc TYPE SUBTYPE TOKEN Misc material or item to add/remove from entity resources Product TYPE SUBTYPE TOKEN Product to add/remove from entity resources Ethics TOKEN # Change to an entities ethics Values TOKEN # Change to an entities values Skills TOKEN true/false Add/remove available classes to the entity Classes TOKEN true/false Add/remove available classes to the entity LevelMethod LevelIng Method New leveling method for the next level						Creature	TYPE	RACE	CASTE	Creature to add/remove from entity resources
Refuse TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Refuse TYPE SUBTYPE TOKEN Item to add/remove from entity resources						Inorganic	TYPE		TOKEN	Inorganic material to add/remove from entity resources
Refuse TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources Item TYPE TOKEN Item to add/remove from entity resources Misc TYPE SUBTYPE TOKEN Misc material to add/remove from entity resources Product TYPE SUBTYPE TOKEN Product to add/remove from entity resources Ethics TOKEN # Change to an entities ethics Values TOKEN # Change to an entities values Skills TOKEN true/false Add/remove available skills to the entity Classes TOKEN true/false Add/remove available classes to the entity LevelImg Method New leveling method for the next level					Remove	Organic	TYPE	SUBTYPE	TOKEN	Organic material to add/remove from entity resources
Item						Refuse	TYPE	SUBTYPE	TOKEN	Refuse material to add/remove from entity resources
Product TYPE SUBTYPE TOKEN Product to add/remove from entity resources Ethics TOKEN # Change to an entities ethics Values TOKEN # Change to an entities values Skills TOKEN true/false Add/remove available skills to the entity Classes TOKEN true/false Add/remove available classes to the entity LevelMethod Leveling Method New leveling method for the next level					Auu	Item	TYPE		TOKEN	Item to add/remove from entity resources
Ethics TOKEN # Change to an entities ethics Values TOKEN # Change to an entities values Skills TOKEN true/false Add/remove available skills to the entity Classes TOKEN true/false Add/remove available classes to the entity LevelMethod Leveling Method New leveling method for the next level						Misc	TYPE	SUBTYPE	TOKEN	Misc material or item to add/remove from entity resources
ValuesTOKEN#Change to an entities valuesSkillsTOKENtrue/falseAdd/remove available skills to the entityClassesTOKENtrue/falseAdd/remove available classes to the entityLevelMethodLeveling MethodNew leveling method for the next level						Product	TYPE	SUBTYPE	TOKEN	Product to add/remove from entity resources
Skills TOKEN true/false Add/remove available skills to the entity Classes TOKEN true/false Add/remove available classes to the entity LevelMethod Leveling Method New leveling method for the next level					Ethics		TO	OKEN	#	Change to an entities ethics
Classes TOKEN true/false Add/remove available classes to the entity LevelMethod Leveling Method New leveling method for the next level					Values		TO	OKEN	#	Change to an entities values
LevelMethod Leveling Method New leveling method for the next level					Skills		TO	OKEN	true/false	Add/remove available skills to the entity
					Classes		TO	OKEN	true/false	Add/remove available classes to the entity
LevelPercent # New leveling percent/number for the next level					LevelMethod			Level	ing Method	New leveling method for the next level
					LevelPercent				#	New leveling percent/number for the next level

EnhancedSystem

EnhancedBuildingTable	BUILDING_TOKEN	Description	EnhancedCr	eatureTable	RACE	CASTE	Description	EnhancedItemTal	ble	ITEM_TOK	EN	Description
Name	Name	Building name	Name			Name	Name of creature	Name			Name	Name of item
Description	Description	Building description	Description		D	escription	Description of creature	Description		[Description	Description of item
MultiStory	#	Number of stories building has		Baby		#	Average size of baby	Class			Class	Item class
TreeBuilding	true/false	Is the building built in trees?		Child		#	Average size of child		Chance		#	Chance for OnX to trigger
Basement	true/false	Does the building have a basement?	Size	Adult		#	Average size of adult	_	Attributes	TOKEN	#	Attribute change if OnX is triggered
Roof	true/false	Does the building have a roof?		Max		#	Maximum creature size		Skills	TOKEN	#	Skill change if OnX is triggered
Walls	true/false	Does the building have walls?		Variance		#	Variance of creature size	-	Stats	TOKEN	#	Stat change if OnX is triggered
Out to	x #				1	#		- OnEquip	Resistances	TOKEN	#	Resistance change if OnX is triggered
Stairs	y #	Position of stairs			2	#			Interactions	# (Interactions)	TOKEN	Interactions added if OnX is triggered
Upgrade	BUILDING_TOKEN	Upgraded version of building			3	#		OnMove	Syndromes	# (Syndromes)	TOKEN	Syndromes added if OnX is triggered
RequiredWater	#	Water required for building	Attributes	TOKEN	4	#	Attribute values chosen the same way the game chooses other attributes	OnAttack	AttackerAttributes	TOKEN	#	Attribute change if OnX is triggered
RequiredMagma	#	Magma required for building	_		5	#	game chooses oner almones	OnShoot	AttackerSkills	TOKEN	#	Skill change if OnX is triggered
RequiredBuildings	TOKEN #	Other buildings required for building			6	#		OnParry	AttackerStats	TOKEN	#	Stat change if OnX is triggered
ForbiddenBuildings	TOKEN #	Other buildings forbidding building			7	#		OnBlock	AttackerResistances	TOKEN	#	Resistance change if OnX is triggered
MaxAmount	#	Maximum amount of building			Min	#	Natural skill min and max. Actual value	OnWound	AttackerInteractions	# (Interactions)	TOKEN	Interactions added if OnX is triggered
OutsideOnly	true/false	Is the building outside only?	-Skills	TOKEN	Max	#	applied is random between the two		AttackerSyndromes	# (Syndromes)	TOKEN	Syndromes added if OnX is triggered
InsideOnlly	true/false	Is the building inside only?			Min	#	Stat min and max. Actual value applied is	_OnProjectileMove	DefenderAttributes	TOKEN	#	Attribute change if OnX is triggered
	Script SCRIPT	Script to run while building is built	-Stats	TOKEN	Max	#	random between the two	OnProjectileHit	DefenderSkills	TOKEN	#	Skill change if OnX is triggered
Scripts # (Scripts)	Frequency #	Frequency for script to run			Min	#	Resistance min and max. Actual value	OnProjectileFired	DefenderStats	TOKEN	#	Stat change if OnX is triggered
			-Resistances	TOKEN	Max	#	applied is random between the two.		DefenderResistances	TOKEN	#	Resistance change if OnX is triggered
					Level	#	Max level of class assigned to creature	_	DefenderInteractions	# (Interactions)	TOKEN	Interactions added if OnX is triggered
			Classes	TOKEN	Interactions	#	Maximum number of spells given	-	DefenderSyndromes	# (Syndromes)	TOKEN	Syndromes added if OnX is triggered
			Interactions	TOKEN	Probability	#	Interactions to add to creature with chance	-	Script	# (Scripts)	SCRIPT	Script executed if OnX is triggered
EnhancedReactionTable	REACTION_TOKEN	Description						EnhancedMateria	lTable	TYPE S	SUBTYPE	Description
EnhancedReactionTable Name	REACTION_TOKEN Name	Description Name of reaction						EnhancedMateria Name	alTable	TYPE S	SUBTYPE Name	Description Name of material
		Name of reaction							alTable			<u> </u>
Name	Name	Name of reaction Description of reaction						Name	alTable		Name	Name of material
Name Description	Name Description	Name of reaction Description of reaction Base duration of reaction						Name Description	alTable Chance		Name Description	Name of material Description of material
Name Description BaseDur	Name Description #	Name of reaction Description of reaction Base duration of reaction Water required for reaction						Name Description			Name Description Class	Name of material Description of material Material class
Name Description BaseDur RequiredWater	Name Description #	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction						Name Description	Chance	E	Name Description Class	Name of material Description of material Material class Chance for OnX to trigger
Name Description BaseDur RequiredWater RequiredMagma	Name Description # # # TOKEN	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction	-					Name Description	Chance Attributes	TOKEN	Name Description Class #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill	Name Description # # # TOKEN	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction	?					Name Description Class	Chance Attributes Skills	TOKEN TOKEN	Name Description Class # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct	Name Description # # # TOKEN true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation	7					Name Description Class OnEquip	Chance Attributes Skills Stats	TOKEN TOKEN TOKEN	Name Description Class # # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart	Name Description # # TOKEN true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation Does the reaction trigger on start? Does the reaction trigger on finishing?	7					Name Description Class	Chance Attributes Skills Stats Resistances	TOKEN TOKEN TOKEN TOKEN TOKEN	Name Description Class # # # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish	Name Description # # TOKEN true/false true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation' Does the reaction trigger on finishing? Is the unit frozen while doing the reaction?	?					Name Description Class OnEquip	Chance Attributes Skills Stats Resistances Interactions	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions)	Name Description Class # # # TOKEN	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear	Name Description # ## TOKEN true/false true/false true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation' Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Does the unit disappear doing the reaction?	?					Name Description Class OnEquip OnMove	Chance Attributes Skills Stats Resistances Interactions Syndromes	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions)	Name Description Class # # # TOKEN	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear	Name Description # ## TOKEN true/false true/false true/false true/false ##	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation' Does the reaction trigger on start? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Does the unit disappear doing the reaction? Amount skill reduces duration	?					Name Description Class OnEquip OnMove OnAttack	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN	Name Description Class # # # TOKEN TOKEN #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment	Name Description # ## TOKEN true/false true/false true/false true/false ##	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation? Does the reaction trigger on start? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Does the unit disappear doing the reaction? Amount skill reduces duration Maximum duration reduction	?					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerStats	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN	Name Description Class # # # TOKEN TOKEN # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment	Name Description # ## TOKEN true/false true/false true/false true/false # # Chance #	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Does the unit disappear doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product	?					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerResistances	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN TOKEN	Name Description Class # # # # TOKEN TOKEN # # # # # # # # # # # # # # # # # # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment	Name Description ## ## TOKEN true/flalse true/flalse true/flalse true/flalse true/flalse true/flalse true/flalse true/flalse	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation' Does the reaction trigger on start? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product Number of extra products to create	- - - - - - -					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock OnWound	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerResistances AttackerResistances AttackerInteractions	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN # (Interactions)	Name Description Class # # # # TOKEN TOKEN # # # TOKEN	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Skat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Attribute change if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment	Name Description ## ## TOKEN true/false true/false true/false true/false frue/false true/false frue/false frue	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Does the unit disappear doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product	- - - - - - -					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerResistances	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN TOKEN	Name Description Class # # # # TOKEN TOKEN # # # # # # # # # # # # # # # # # # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment MaxReduct	Name Description ## ## TOKEN true/false true	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation' Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Does the unit disappear doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product Number of extra products to create Material type and subtype of extra product to create	- - - - - - -					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock OnWound	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerFatts AttackerInteractions AttackerInteractions AttackerSyndromes DefenderAttributes	TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes)	Name Description Class # # # # TOKEN TOKEN # # # TOKEN	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment MaxReduct	Name Description ## ## TOKEN true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation' Does the reaction trigger on start? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product Number of extra product to create Material type and subtype of extra product to create	- - - - - - -					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock OnWound OnProjectileMove	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerStats AttackerResistances AttackerInteractions AttackerSyndromes	TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes)	Name Description Class # # # # TOKEN # # # TOKEN # TOKEN # # TOKEN # # TOKEN #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment MaxReduct	Name Description ## ## TOKEN true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Does the unit disappear doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product Number of extra product to create Material type and subtype of extra product to	- - - - - - -					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock OnWound OnProjectileMove OnProjectileHit	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerStats AttackerInteractions AttackerInteractions AttackerInteractions DefenderAttributes	TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN TOKEN TOKEN TOKEN	Name Description Class # # # # TOKEN TOKEN # # # TOKEN # # # # TOKEN # # # # # TOKEN # # # # # # # # # # # # # # # # # # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment MaxReduct Products # (Products	Name Description ## ## TOKEN true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product Number of extra product to create Material type and subtype of extra product to create Item type and subtype of extra product to create	- - - - - - -					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock OnWound OnProjectileMove OnProjectileHit	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerStats AttackerFesistances AttackerInteractions AttackerSyndromes DefenderAttributes DefenderSkills DefenderStats	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN TOKEN TOKEN TOKEN TOKEN	Name Description Class # # # # TOKEN TOKEN # # TOKEN # # # # TOKEN # # # # # # # # # # # # # # # # # # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Attribute change if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen Disappear DurReduction Increment MaxReduct Products # (Products	Name Description ## ## TOKEN true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product Number of extra product to create Material type and subtype of extra product to create Item type and subtype of extra product to create	- - - - - - -					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock OnWound OnProjectileMove OnProjectileHit	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerStats AttackerStats AttackerInteractions AttackerSyndromes DefenderAttributes DefenderSkills DefenderStats DefenderStats DefenderStats DefenderInteractions	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN # (Interactions) # (Interactions)	Name Description Class # # # # TOKEN TOKEN # # TOKEN # # # # TOKEN # # # # # # # # # # # # # # # # # # #	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Attribute change if OnX is triggered Attribute change if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered
Name Description BaseDur RequiredWater RequiredMagma Skill OnProduct OnStart OnFinish Frozen DurReduction Increment MaxReduct Products # (Products	Name Description ## ## TOKEN true/false	Name of reaction Description of reaction Base duration of reaction Water required for reaction Magma required for reaction Skill used for reaction Does the reaction trigger on product creation? Does the reaction trigger on finishing? Is the unit frozen while doing the reaction? Amount skill reduces duration Maximum duration reduction Chance to create extra product Number of extra product to create Material type and subtype of extra product to create Item type and subtype of extra product to create	- - - - - - -					Name Description Class OnEquip OnMove OnAttack OnShoot OnParry OnBlock OnWound OnProjectileMove OnProjectileHit	Chance Attributes Skills Stats Resistances Interactions Syndromes AttackerAttributes AttackerSkills AttackerStats AttackerResistances AttackerInteractions AttackerSyndromes DefenderAttributes DefenderSkills DefenderStats DefenderStats DefenderStats	TOKEN TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN # (Interactions) # (Syndromes) TOKEN TOKEN TOKEN TOKEN TOKEN TOKEN TOKEN TOKEN	Name Description Class # # # # TOKEN TOKEN # # TOKEN # # # TOKEN # # TOKEN # # TOKEN TOKEN # # TOKEN TOKEN # # TOKEN	Name of material Description of material Material class Chance for OnX to trigger Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Syndromes added if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Resistance change if OnX is triggered Interactions added if OnX is triggered Attribute change if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Attribute change if OnX is triggered Skill change if OnX is triggered Skill change if OnX is triggered Stat change if OnX is triggered Stat change if OnX is triggered

EventSystem

EventTable	•	EVENT_TOKEN	Description	EventTable.Effec	t	# (Effects)	Description
Name		Name	Event name	Name		Name	Effect name
Check		TYPE	How often to check for event	Chance		#	Chance for individual effect to trigger
Chance		#	Chance for event to trigger	Contingent		Effect Number	Effect is contingent on a different effect having triggered
Delay		TYPE #	Delay between event check and event trigger	Delay		TYPE #	Delay between event trigger and effect trigger
	Time	#	Time (in-game ticks) required to have past df.global.ui.fortress_age		Time	#	Time (in-game ticks) required to have past df.global.ui.fortress_age
	Population	#	Population required df.global.world.entity_populations[n].counts		Population	#	Population required df.global.world.entity_populations[n].counts
	Season	SEASON_TOKEN	Season required df.global.cur_season		Season	SEASON_TOKEN	Season required df.global.cur_season
	TreeCut	#	Number of trees cut required df.global.ui.trees_removed		TreeCut	#	Number of trees cut required df.global.ui.trees_removed
	Rank	#	Fort rank required df.global.ui.fortress_rank		Rank	#	Fort rank required df.global.ui.fortress_rank
	ProgressPopulation	#	Population progress rank required df.global.ui.progress_population		ProgressPopulation	n #	Population progress rank required df.global.ui.progress_population
	ProgressTrade	#	Trade progress rank required df.global.ui.progress_trade		ProgressTrade	#	Trade progress rank required df.global.ui.progress_trade
	ProgressProduction	#	Production progress rank required df.global.ui.progress_prdouction		ProgressProduction	n #	Production progress rank required df.global.ui.progress_prdouction
	NumArtifacts	#	Number of artifacts owned required df.global.ui.tasks.num_artifacts		NumArtifacts	#	Number of artifacts owned required df.global.ui.tasks.num_artifacts
	TotDeaths	#	Total deaths at fort required df.global.ui.tasks.total_deaths		TotDeaths	#	Total deaths at fort required df.global.ui.tasks.total_deaths
	TotInsanities	#	Total insanities at fort required df.global.ui.tasks.total_insanities		TotInsanities	#	Total insanities at fort required df.global.ui.tasks.total_insanities
Required	TotExecutions	#	Total executions at fort required df.global.ui.tasks.total_executions	Required	TotExecutions	#	Total executions at fort required df.global.ui.tasks.total_executions
Required	MigrantWaves	#	Number of migrant waves required df.global.ui.tasks.migrant_wave_idx		MigrantWaves	#	Number of migrant waves required df.global.ui.tasks.migrant_wave_idx
	Wealth	TYPE #	Amount of wealth required df.global.ui.tasks.wealth[TYPE]		Wealth	TYPE #	Amount of wealth required df.global.ui.tasks.wealth[TYPE]
	Building	TOKEN #	Building required df.global.world.buildings.all		Building	TOKEN #	Building required df.global.world.buildings.all
	Skill	TOKEN #	Skill required df.global.world.units.active		Skill	TOKEN #	Skill required df.global.world.units.active
	Class	TOKEN #	Class required		Class	TOKEN #	Class required
	EntityKills	TOKEN #	Number of entity kills		EntityKills	TOKEN #	Number of entity kills
	EntityDeaths	TOKEN #	Number of entity deaths		EntityDeaths	TOKEN #	Number of entity deaths
	CreatureKills	RACE CASTE #	Number of creature kills		CreatureKills	RACE CASTE #	Number of creature kills
	CreatureDeaths	RACE CASTE #	Number of creature deaths		CreatureDeaths	RACE CASTE #	Number of creature deaths
	Trades	TOKEN #	Number of trades		Trades	TOKEN #	Number of trades
	Sieges	TOKEN #	Number of sieges	_	Sieges	TOKEN #	Number of sieges
	Diplomacy	#	NCI		Diplomacy	#	NCI
Effect	# (Effects)		Each event has a number of effects, detailed to the right	Unit		UNIT_FIND_STRING	Find a unit to use in the scripts when triggered
				Location		LOCATION_FIND_STRING	Find a location to use in the scripts when triggered
				Building		BUILDING_FIND_STRING	Find a building to use in the scripts when triggered
				Item		ITEM_FIND_STRING	Find an item to use in the scripts when triggered
				Scripts	# (Se	cripts) SCRIPT	Script to execute if effect is triggered

GameTables

UnitTable				# (UI	NIT_ID)	Description	EntityTable			# (ENTITY_ID)		Description
		Base			#	Base level of attribute/resistance/skill/stat		Kills	Total		#	
Attributes		Change				Change from scripts to attribute/etc		KIIIS	RACE	CASTE	#	
Resistances		Class				Change from class to attribute/etc	—Stats	Deaths	Total			
	TOKEN	Item			#	Change from equipped items to attribute/etc	Sidis	Dealis	RACE	CASTE	#	
Skills				End	#	When change ends		Trades				
Stats		StatusEffects	# (StatusEffects)	Change	#	Amount of change		Sieges				
				Linked	true/false	Is the change linked to a syndrome?		Name		١	Name	
		Race			RACE	Base race of unit		Level			#	
		Caste			CASTE	Base caste of unit	Civilization	CurrentMeth	hod	LevelMe	ethod	
General	Transform			End	#	When transformation ends		CurrentPerd	cent		#	
General	Hansioilli	StatusEffects	# (StatusEffects)	Race	RACE	Race of transformation		Classes	# (Cla	sses) TC	KEN	
		StatusEffects	# (StatusEffects)	Caste	CASTE	Caste of transformation						
				Linked	true/false	Is the transformation linked to a syndrome?	BuildingTabl	e		# (BUILDING_ID)		Description
CundromoTrock	SYNDROME TOKEN	TRACK TYPE	TRACK SUBTYPE	Number	#	Status effect number the syndrome is linked to						
Syndronie mack	STNDROME_TOKEN	TRACK_TIPE	TRACK_SUBTIFE	CallBack	#	Callback ID of the script change						
Civilization					TOKEN	Civilization the unit belongs to						

Current class

Class level

Class experience

Class skill experience

Number of feat points aquired

Feats gained by unit

Currently active spells

true/false Has the item been enhanced by the Enhanced System?

Spells	TOKEN				true/false	Does the unit know the spell?			
Enhanced					true/false	Has the unit been enhanced by the Enhanced System?			
ItemTable				# (ITEM_ID)	Description			
Material	Base			#	or TOKEN	Base material/subtype/quality of item			
Ovality	StatusEffects	# (StatusEffects)	End		#	When change ends			
Quality			Change	#	or TOKEN	Change			
Subtype			Linked		true/false	Is the change linked to a syndrome?			
04-4-	Kills				#	Number of kills with item			
Stats	???				???	???			
O d T 1.	CVAIDDOME TOKEN	TDAOK TYPE	TDAOK CURTYDE	Number	#	Status effect number the syndrome is linked to			
SyndromeTrack	SYNDROME_TOKEN	TRACK_TYPE	TRACK_SUBTYPE	CallBack	#	Callback ID of the script change			

TOKEN

TOKEN

#

#

#

#

TOKEN

Current

Points

Active

TOKEN

(Feats)

Classes

Feats

Spells

Enhanced

Level

Experience

SkillExp