

# Base

persistTable.GlobalTable.roses

Base	BaseTable	ExperienceRadius	#	
		CustomAttributes	# (CustomAttributes)	ATTRIBUTE_TOKEN
		CustomSkills	# (CustomSkills)	SKILL_TOKEN
		CustomResistances	# (CustomResistances)	RESISTANCE_TOKEN
		CustomStats	# (CustomStats)	STAT_TOKEN
		Types	# (Types)	TYPE
		Spheres	# (Spheres)	SPHERE
		Schools	# (Schools)	SCHOOL
		Disciplines	# (Disciplines)	DISCIPLINE
		SubDiciplines	# (SubDisciplines)	SUBDISCIPLINE
		Equations	EQUATION_TOKEN	Equation
Class System	ClassTable	CLASS_TOKEN	-----	
	SpellTable	SPELL_TOKEN	-----	
	FeatTable	FEAT_TOKEN	-----	
Civilization System	CivilizationTable	CIVILIZATION_TOKEN	-----	
Enhanced System	EnhancedBuildingTable	BUILDING_TOKEN	-----	
	EnhancedCreatureTable	RACE CASTE	-----	
	EnhancedItemTable	ITEM_TOKEN	-----	
	EnhancedMaterialTable	TYPE SUBTYPE	-----	
	EnhancedReactionTable	REACTION_TOKEN	-----	
Event System	EventTable	EVENT_TOKEN	-----	
Game Tables	BuildingTable	# (BUILDING_ID)	-----	
	EntityTable	# (ENTITY_ID)	-----	
	ItemTable	# (ITEM_ID)	-----	
	UnitTable	# (UNIT_ID)	-----	
Global	GlobalTable	Kills	RACE CASTE	#
			ENTITY	#
		Deaths	RACE CASTE	#
			ENTITY	#
		Trades	ENTITY	#
		Sieges	ENTITY	#

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		Name		Name of spell		Name		Name		Name of the feat											
Description				Description		Description of the class		Description		Description		Description of spell		Description		Description		Description of the feat											
Levels				#		Number of levels the class has		Classification	Type		TYPE		These are used just used for the fantasy element of grouping certain types of spells together in different ways		RequiredClass		TOKEN		#		Class required to gain feat								
AutoUpgrade				CLASS_TOKEN		Class to change to at max level			Sphere		SPHERE				ForbiddenClass		TOKEN		#		Class forbidding gaining feat								
RequiredClass		CLASS_TOKEN		#		Class required to change to this class			School		SCHOOL				RequiredFeat		TOKEN		#		Previous feat required for gaining feat								
ForbiddenClass		CLASS_TOKEN		#		Class forbidding a change to this class			Discipline		DISCIPLINE				ForbiddenFeat		TOKEN		#		Previous feat forbidding gaining feat								
RequiredSkill		SKILL_TOKEN		#		Skill required to change to this class			SubDiscipline		SUBDISCIPLINE				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		ATTRIBUTE_TOKEN		#		Attribute required to change to this class		ClassRestricted		true/false		Is the spell tied to a specific class?		Script		# (Script)		SCRIPT		Script to apply when gaining feat									
RequiredCreature		CREATURE_TOKEN		CASTE_TOKEN		Creature required to change to this class		RequiredAttribute		TOKEN		#		Attribute required to learn spell															
RequiredCounter		COUNTER_TOKEN		#		NCI		RequiredClass		TOKEN		#		Class required to learn spell															
Level		# (Level)		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							
				LevelBonus		Attribute		TOKEN		#		ForbiddenSpell		TOKEN								#		Other spell forbidding learning of spell					
						Skill		TOKEN		#		Upgrade		SPELL_TOKEN								#		Replaces when this spell is learned					
						Resistance		TOKEN		#		Effect		EFFECT								#		Spell effect in plain words					
						Stat		TOKEN		#		Details		Resistable								true/false		#		Can the spell be resisted?			
				Trait		TOKEN		#		CanCrit				true/false								#		Can the spell crit?					
				Adjustments		Attribute		TOKEN		#				Penetration								#		#		Amount of penetration (-resistance)			
						Skill		TOKEN		#				CastTime								#		#		Length of cast time in in-game ticks			
						Resistance		TOKEN		#		Exhaustion		#								#		Amount of exhaustion to add after cast					
						Stat		TOKEN		#		HitModifier		#								#		Flat hit modifier					
				Trait		TOKEN		#		HitModifierPerc		#		#								#		Percentage hit modifier					
				Spells		SPELL_TOKEN		RequiredLevel		#		Level required to learn spell		Gains								Experience		#		#		Experience gained on cast	
								AutoLearn		true/false		Does the class automatically learns it?		Skill								TOKEN		#		#		Skill experience gained on cast	
												SourceAttributes		Primary								TOKEN		These are attributes to use in the equations of the script.					
														Secondary								TOKEN							
Primary		TOKEN																											
Secondary		TOKEN																											
Announcement		Announcement										Announcement		Announcement displayed on cast															
		Script										# (Script)		SCRIPT		Scripts to execute on cast													

CivilizationTable	CIVILIZATION_TOKEN	Description	CivilizationTable.Level	# (Levels)	Description
Name	Name	Base civilization name	Name	Name	Name of the level
Description	Description	Base civilization description	Description	Description	Description of the level
Levels	#	Number of levels the civilization has			
LevelMethod	Leveling Method	How the civilization levels up			
LevelPercent	#	Percent chance/number required for level up (depending on LevelMethod)			
Level	# (Levels)	Each level has it's own table, detailed to the right			
			Required	Time	# Time (in-game ticks) required to have past   <i>df.global.ui.fortress_age</i>
				Population	# Population required   <i>df.global.world.entity_populations[n].counts</i>
				Season	SEASON_TOKEN Season required   <i>df.global.cur_season</i>
				TreeCut	# Number of trees cut required   <i>df.global.ui.trees_removed</i>
				Rank	# Fort rank required   <i>df.global.ui.fortress_rank</i>
				ProgressPopulation	# Population progress rank required   <i>df.global.ui.progress_population</i>
				ProgressTrade	# Trade progress rank required   <i>df.global.ui.progress_trade</i>
				ProgressProduction	# Production progress rank required   <i>df.global.ui.progress_production</i>
				NumArtifacts	# Number of artifacts owned required   <i>df.global.ui.tasks.num_artifacts</i>
				TotDeaths	# Total deaths at fort required   <i>df.global.ui.tasks.total_deaths</i>
				TotInsanities	# Total insanities at fort required   <i>df.global.ui.tasks.total_insanities</i>
				TotExecutions	# Total executions at fort required   <i>df.global.ui.tasks.total_executions</i>
				MigrantWaves	# Number of migrant waves required   <i>df.global.ui.tasks.migrant_wave_idx</i>
				Wealth	TYPE # Amount of wealth required   <i>df.global.ui.tasks.wealth[TYPE]</i>
				Building	TOKEN # Building required   <i>df.global.world.buildings.all</i>
				Skill	TOKEN # Skill required   <i>df.global.world.units.active</i>
				Class	TOKEN # Class required
				EntityKills	TOKEN # Number of entity kills
				EntityDeaths	TOKEN # Number of entity deaths
				CreatureKills	RACE CASTE # Number of creature kills
				CreatureDeaths	RACE CASTE # Number of creature deaths
				Trades	TOKEN # Number of trades
				Sieges	TOKEN # Number of sieges
			Remove	Creature	TYPE RACE CASTE Creature to add/remove from entity resources
				Inorganic	TYPE TOKEN Inorganic material to add/remove from entity resources
				Organic	TYPE SUBTYPE TOKEN Organic material to add/remove from entity resources
				Refuse	TYPE SUBTYPE TOKEN Refuse material to add/remove from entity resources
			Add	Item	TYPE 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 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
				LevelPercent	# New leveling percent/number for the next level

## EnhancedSystem

EnhancedBuildingTable	BUILDING_TOKEN		Description	EnhancedCreatureTable	RACE	CASTE	Description	EnhancedItemTable	ITEM_TOKEN		Description					
Name	Name		Building name	Name	Name		Name of creature	Name	Name		Name of item					
Description	Description		Building description	Description	Description		Description of creature	Description	Description		Description of item					
MultiStory	#		Number of stories building has	Size	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?		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				
Stairs	x	#	Position of stairs	Attributes	TOKEN	#	Attribute values chosen the same way the game chooses other attributes		OnEquip	Resistances	TOKEN	#	Resistance change if OnX is triggered			
	y	#								Interactions	# (Interactions)	TOKEN	Interactions added if OnX is triggered			
Upgrade	BUILDING_TOKEN		Upgraded version of building							3	#		OnMove	Syndromes	# (Syndromes)	TOKEN
RequiredWater	#		Water required for building					4		#		OnAttack	AttackerAttributes	TOKEN	#	Attribute change if OnX is triggered
RequiredMagma	#		Magma required for building	5	#			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	Skills	TOKEN	Min	#	Natural skill min and max. Actual value applied is random between the two	OnWound	AttackerInteractions	# (Interactions)	TOKEN	Interactions added if OnX is triggered			
OutsideOnly	true/false		Is the building outside only?			Max	#			OnProjectileMove	AttackerSyndromes	# (Syndromes)	TOKEN	Syndromes added if OnX is triggered		
InsideOnly	true/false		Is the building inside only?	Stats	TOKEN	Min	#	Stat min and max. Actual value applied is random between the two	OnProjectileHit	DefenderAttributes	TOKEN	#	Attribute change if OnX is triggered			
Scripts	# (Scripts)	Script	SCRIPT			Script to run while building is built	Max		#		OnProjectileFired	DefenderSkills	TOKEN	#	Skill change if OnX is triggered	
		Frequency	#	Frequency for script to run	Resistances	TOKEN	Min	#	Resistance min and max. Actual value applied is random between the two.	DefenderStats	TOKEN	#	Stat change if OnX is triggered			
							Max	#			DefenderResistances	TOKEN	#	Resistance change if OnX is triggered		
				Classes	TOKEN	Level	#	Max level of class assigned to creature	DefenderInteractions	# (Interactions)	TOKEN	Interactions added if OnX is triggered				
							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					EnhancedMaterialTable	TYPE	SUBTYPE	Description					
Name	Name		Name of reaction					Name	Name		Name of material					
Description	Description		Description of reaction					Description	Description		Description of material					
BaseDur	#		Base duration of reaction					Class	Class		Material class					
RequiredWater	#		Water required for reaction					Chance	#		Chance for OnX to trigger					
RequiredMagma	#		Magma required for reaction						Attributes	TOKEN	#	Attribute change if OnX is triggered				
Skill	TOKEN		Skill used for reaction						Skills	TOKEN	#	Skill change if OnX is triggered				
OnProduct	true/false		Does the reaction trigger on product creation?						Stats	TOKEN	#	Stat change if OnX is triggered				
OnStart	true/false		Does the reaction trigger on start?					Resistances	TOKEN	#	Resistance change if OnX is triggered					
OnFinish	true/false		Does the reaction trigger on finishing?					OnEquip	Interactions	# (Interactions)	TOKEN	Interactions added if OnX is triggered				
Frozen	true/false		Is the unit frozen while doing the reaction?					OnMove	Syndromes	# (Syndromes)	TOKEN	Syndromes added if OnX is triggered				
Disappear	true/false		Does the unit disappear doing the reaction?					OnAttack	AttackerAttributes	TOKEN	#	Attribute change if OnX is triggered				
DurReduction	Increment	#	Amount skill reduces duration					OnShoot	AttackerSkills	TOKEN	#	Skill change if OnX is triggered				
	MaxReduction	#	Maximum duration reduction					OnParry	AttackerStats	TOKEN	#	Stat change if OnX is triggered				
Products	# (Products)	Chance	#	Chance to create extra product					OnBlock	AttackerResistances	TOKEN	#	Resistance change if OnX is triggered			
		Number	#	Number of extra products to create					OnWound	AttackerInteractions	# (Interactions)	TOKEN	Interactions added if OnX is triggered			
		MaterialType	TOKEN	Material type and subtype of extra product to create					OnProjectileMove	AttackerSyndromes	# (Syndromes)	TOKEN	Syndromes added if OnX is triggered			
		MaterialSub	TOKEN						OnProjectileHit	DefenderAttributes	TOKEN	#	Attribute change if OnX is triggered			
		ItemType	TOKEN	Item type and subtype of extra product to create					OnProjectileFired	DefenderSkills	TOKEN	#	Skill change if OnX is triggered			
ItemSub	TOKEN					DefenderStats	TOKEN	#	Stat change if OnX is triggered							
Scripts	# (Scripts)	SCRIPT	Script to execute for OnX trigger					DefenderResistances	TOKEN	#	Resistance change if OnX is triggered					
								DefenderInteractions	# (Interactions)	TOKEN	Interactions added if OnX is triggered					
								DefenderSyndromes	# (Syndromes)	TOKEN	Syndromes added if OnX is triggered					
								Script	# (Scripts)	SCRIPT	Script executed if OnX is triggered					

EventTable			EventTable.Effect		
EVENT_TOKEN		Description	# (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	TYPE	#
Required	Time	#	Time (in-game ticks) required to have past   <i>df.global.ui.fortress_age</i>	Time	#
	Population	#	Population required   <i>df.global.world.entity_populations[n].counts</i>	Population	#
	Season	SEASON_TOKEN	Season required   <i>df.global.cur_season</i>	Season	SEASON_TOKEN
	TreeCut	#	Number of trees cut required   <i>df.global.ui.trees_removed</i>	TreeCut	#
	Rank	#	Fort rank required   <i>df.global.ui.fortress_rank</i>	Rank	#
	ProgressPopulation	#	Population progress rank required   <i>df.global.ui.progress_population</i>	ProgressPopulation	#
	ProgressTrade	#	Trade progress rank required   <i>df.global.ui.progress_trade</i>	ProgressTrade	#
	ProgressProduction	#	Production progress rank required   <i>df.global.ui.progress_production</i>	ProgressProduction	#
	NumArtifacts	#	Number of artifacts owned required   <i>df.global.ui.tasks.num_artifacts</i>	NumArtifacts	#
	TotDeaths	#	Total deaths at fort required   <i>df.global.ui.tasks.total_deaths</i>	TotDeaths	#
	TotInsanities	#	Total insanities at fort required   <i>df.global.ui.tasks.total_insanities</i>	TotInsanities	#
	TotExecutions	#	Total executions at fort required   <i>df.global.ui.tasks.total_executions</i>	TotExecutions	#
	MigrantWaves	#	Number of migrant waves required   <i>df.global.ui.tasks.migrant_wave_idx</i>	MigrantWaves	#
	Wealth	TYPE	Amount of wealth required   <i>df.global.ui.tasks.wealth[TYPE]</i>	Wealth	TYPE
	Building	TOKEN	Building required   <i>df.global.world.buildings.all</i>	Building	TOKEN
	Skill	TOKEN	Skill required   <i>df.global.world.units.active</i>	Skill	TOKEN
	Class	TOKEN	Class required	Class	TOKEN
	EntityKills	TOKEN	Number of entity kills	EntityKills	TOKEN
	EntityDeaths	TOKEN	Number of entity deaths	EntityDeaths	TOKEN
	CreatureKills	RACE CASTE	Number of creature kills	CreatureKills	RACE CASTE
	CreatureDeaths	RACE CASTE	Number of creature deaths	CreatureDeaths	RACE CASTE
	Trades	TOKEN	Number of trades	Trades	TOKEN
	Sieges	TOKEN	Number of sieges	Sieges	TOKEN
	Diplomacy	#	NCI	Diplomacy	#
Effect	# (Effects)	-----	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	# (Scripts) SCRIPT	Script to execute if effect is triggered

## GameTables

UnitTable				# (UNIT_ID)		Description		EntityTable		# (ENTITY_ID)		Description			
Attributes	TOKEN	Base		#		Base level of attribute/resistance/skill/stat		Stats	Kills	Total		#			
		Change		#		Change from scripts to attribute/etc...				RACE		CASTE		#	
		Resistances		Class		#			Change from class to attribute/etc...		Deaths	Total			
		Skills		Item		#			Change from equipped items to attribute/etc...			RACE		CASTE	
Stats		StatusEffects		# (StatusEffects)		Change		#		Amount of change		Trades			
				Linked		true/false				Is the change linked to a syndrome?		Sieges			
General	Transform	Race		RACE		Base race of unit		Civilization	Name		Name				
		Caste		CASTE		Base caste of unit			Level		#				
				End		#			When transformation ends		CurrentMethod		LevelMethod		
				Race		RACE			Race of transformation		CurrentPercent		#		
				Caste		CASTE			Caste of transformation		Classes		# (Classes)		
				Linked		true/false			Is the transformation linked to a syndrome?				TOKEN		
SyndromeTrack	SYNDROME_TOKEN	TRACK_TYPE	TRACK_SUBTYPE	Number	#	Status effect number the syndrome is linked to		BuildingTable		# (BUILDING_ID)		Description			
				CallBack	#	Callback ID of the script change									
Civilization				TOKEN		Civilization the unit belongs to									
Classes	Current			TOKEN		Current class									
	TOKEN	Level		#		Class level									
		Experience		#		Class experience									
		SkillExp		#		Class skill experience									
Feats	Points			#		Number of feat points aquired									
	# (Feats)		TOKEN		Feats gained by unit										
Spells	Active	TOKEN				Currently active 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								
	StatusEffects		# (StatusEffects)		End		#		When change ends						
Quality			Change				# or TOKEN		Change						
Subtype			Linked				true/false		Is the change linked to a syndrome?						
Stats	Kills				#		Number of kills with item								
	???				???		???								
SyndromeTrack	SYNDROME_TOKEN	TRACK_TYPE	TRACK_SUBTYPE	Number	#	Status effect number the syndrome is linked to									
				CallBack	#	Callback ID of the script change									
Enhanced						true/false		Has the item been enhanced by the Enhanced System?							