Concrete Game Systems:

Warscore:

Special Modifiers/Auras:

* +/- n% [Stat]

Factors (civ-struct):

* Provinces/Cities
  + type
  + desires satisfied
  + income contribution
  + power contribution [in various forms]
  + point type and contribution
  + specialization
  + special bonuses/specialties
* Territory
* Stability
* Manpower
* Types of things you can create
* Resources that you can farm
* Buildings
* Special Nation-modifiers
* Forces
* Automata
* Aynu-things
* Possessions
* Artefacts
* Developments/Advancements/Modifiers/Ideas [Intangible improvements to your civilization]

examples:

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| --- |
| Province Name: |
| Picture: |
| Basic Data:   * id number * size * building slots * storage slots |
| Population Data:   * composition of automata population |
| Desires/Hobbies/Paradises Fulfilled: |
| Stats:   * Defensiveness * Unit production * object production * [aynu] production |
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