Sample Struct:

[a structure like nothing else in real life, labels only approximate real-life concepts]

|  |
| --- |
| Name: |
| Descr: Physical Attributes: |
| Features:  Wealth:  Quality:  Safety:  Land Features:  Happiness:  Creativity:  Special Forces  Physical Appearance:  [Good things]:  [Buildings]:  [Structures]:  [Systems]:  [Things]:  [Custom features]:  [More as I come up with them]:  [ ] |
| Stats:  [Attribute n]::  [Currency1 Gen]::  [Power n]::  [Point Gen]  [Special things]  [Population]:  [Types]: Eredar [n]  Eldar [n]  [Physical Appearance Level]:  [Saiyan level]:  [stat] |
| Items/Possessions: |
| Aynu Things/Possessions: |
| Desires/Wants/Hobbies/Things I like/Want/Enjoy/[things I [transcendentally want] for [transcendental reasons]] |
| Special Things/Systems: (Anything imaginable can go here, a major player goal is to get the things they [transcendentally want] here where they have control over them) |
| Moves/Actions: |
| Game Systems/Interactions/Things: |
| Special Game Things/Abilities/Systems: |
| Special Systems/Properties/Attributes: |
| [Aynu-thing]: (the main player desire/goal is to get the aynu things they want, and there will always be aynu things they want to possess, though different players will want different things)  (Players want aynu-things because of their aynu-data, and the aynu-data determines which players want which aynu-things)  (some of it may be explained in english and correspond to similar real-world mechanics) |
| [System n] Data: |
| [System m] Structs and data:   |  | | --- | | [System m] Struct | |  | |  | |  |  |  | | --- | | [System m] Struct | |  | |  | |  | |
| [Thing] |
| [thing] |
| thing: |