* Stars generate at game start.
* Characters are born and die.
* Civs are founded early on and can also be formed from societal splits.
  + Each civ is dominated by a single race which influences star preference.
* World Events are major occurrences that influence history.
* **A Turn – 1 year long** 
  + First Civs will act, making geopolitical moves and seeking to expand.
  + Characters will then act, acting according to their surroundings.
  + Settlements will act, continuing to develop and grow whilst reacting to global and personal occurrences.
  + World Events then occur
* **Civs**
  + Civs need three basic resources to function. Population, food, and money.
  + Population feeds manpower, a stable and competent military is needed to deter aggressors and expand.
  + Food feeds the population and encourages growth. A civ without food will face population stagnation or decline and be unable to expand.
    - When food is lacking, civs take one of three routes.
      * Development, encouraging their settlements to invest into food
      * Conquest, attacking a neighbouring state to seize food stocks
      * Trade, signing treaties with allies to import food
  + Money is needed to pay the army and civil court, without it the nation is unable to develop and assist settlements. This leads to population stagnation, and leads to lower growth in settlements
    - When money is lacking, civs take one of two routes
      * Export, selling more goods to other civs for money
      * Expansion, focusing on stars that could provide a higher income rather than food
  + **Civ Traits**
    - Aggressive – The Civ focuses on military expansion and conquest
    - Economic – The Civ focuses on development of settlements
    - Expansionist – The Civ focuses on colonizing new stars
    - Neutral – The Civ focuses on all three equally
    - Traits are reviewed at the end of every year.
      * Traits can change depending on ruler traits and active issues
  + **Gov Type** – Influenced by traits
  + **Typical Civ Turn**
    - Civ reviews food, population and money.
    - If any of them are in the negative, add a crisis point and weighting for actions in the turn.
    - If any are in the positive, pursue the action related to that supply.
    - Review traits, and change depending on weights
    - Take actions
    - End Turn
* **Characters**
  + Are born
  + Take actions depending on local circumstance
  + Retire if in poor health
  + Die if they don’t recover in retirement
  + Character Type
    - Leader(0)
      * Egotistical
      * Pragmatic
      * Reformist
      * Conservative
      * Competent
      * Incompetent
      * Schemer
      * Ambitious
      * Content
      * Imperious
    - Adventurer(1)
      * Noble
      * Evil
      * Adventurous
      * Cowardly
      * Melee Specialist
      * Ranged Specialist
      * Explorer
      * Monster-Slayer
      * Egotistical
      * Mad
      * Ironwilled
      * Kind
      * Rude
      * Pious
    - Researcher(2)
      * Mage
      * Scientist
      * Ambitious
      * Insane
      * Obsessive
      * Keen
      * Intelligent
      * Dimwitted
      * Abstractist
      * Engineer
      * Star Keeper
* **Settlements**
  + Are founded
  + Seek to develop themselves and grow population
  + Heavily influenced by leaders and ruling civ
* **Mage Councils** 
  + Only settled around Arcane Stars
  + Never expand
  + Focused on scholarly research
  + Main source of magical advancement
  + Highly secretive
  + Each council focuses on one primary school of magic, leading to different worlds having different magics at different stages of development
* **Deities**
  + When a character gains enough renown, they can ascended to become a deity.
  + Celestial beasts such as Elder Dragons or Starywyrms can also be worshiped as deities
  + Fey spirits that represent specific beliefs such as the harvest or war can also ascend to become deities
  + Deities form pantheons for different regions, civs and races. Most deities are parts of more than one pantheon
  + Deities have choirs that allow mortals to channel their power. A choir can provide boons to a settlement
* **Star Generation**
  + Stars are logged in a dictionary with a tuple of coordinates mapping to a dictionary of traits and values
  + When stars are generated they are given specific traits. There are 5 base ones
    - Fertility
    - Mineral Quantity
    - Savagery
    - Water
    - Mana
  + 0: None of this is present
  + 0-0.3: Low quantities of resource
  + 0.3-0.7: Average quantities of resource
  + 0.7-1: High quantities of resource
* **Civ Generation**
  + Once stars are generated, game-start civs are generated
  + A race is picked for the civ at random, (Human must be spawned every game )
  + A planet is then chosen that has a habitability of 1 for that race, if none are available a new race is picked
  + A settlement is created by that start with basic administrative functions
  + Civ is provided with a +5 to the starting attributes to ensure expansion
  + A leader character is generated for the civ
  + Civ name is determined via this method
    - **The (Gov Type) Of (Star Name)**
* **New Settlement**
  + Finds the start based on coordiantes received from the system
  + Takes name from its parent star
  + Generates a starting population between 20-100 (Unless it is the civs first settlement, in which case population is 10,000)
* **HOW A YEAR PASSES**
  + Reviews characters and their actions
    - Checks character location and type
    - Picks one of the characters traits to influence their actions in the turn
    - Takes an action
    - Reviews status of health
      * If health is below 25 the character retires to recover
      * If character is over 40 subtract 1-4 hit point from max\_hp
      * If hp is below 10 the probability of dying increases
      * If hp rises above 60 the character exits retirement
  + Reviews settlements and their actions
    - Checks current state of economy
      * If any are in the negative prioritize their development
    - Depending on actions of ruler the actions available to the settlement change
  + Reviews civilizations and their actions
  + Review active world events and increase probability of next world event occurring