

Mandatory national trait sheets with 5 points per trait of an advantageous type to distribute as players see fit.

Max of 15 in any subsection

Max of 35 in disadvantages

25 points for leader

Max of 25 in disadvantages for leader

Leadership points may be transferred over to regular national points at a ratio of 5LP to 1NP

Nation points may be transferred over to leader points at a ratio of 5NP to 1LP

Population(0-15)-

10

Special Population Traits(0-15)-

-Individual traits

Area(0-15)-

10

Resources (0-15)

-Natural Resources-(steel,wood,etc) - 7

-Salt - 1

-Iron - 2

-Lumber (Hardwood - poplar, birch, aspen; Softwood - pine, fir, spruce) - 1

-Anthracite Coal - 1

-Cotton - 1

-Silver - 1

-Unique Resources-(artifacts, fireproof wood, etc) - 2

-Ancient Anatolian Artifacts - 2

Military (0-15)-

-Numbers - 7

-Training - 5

-Specialization - 3

-Defensive: 2

-Engineering: 1

Law and order(0-15)-

-Enforcement - 5

-Surveillance - 5

-Prevention - 3

Technological Advancement(0-15)-

-Specialization/s-(Ex: Robotics,Biotech, etc) 7

- Genetic Engineering - 2
 - Weaponry - 3
 - Transportation - 1
 - Medicine - 1
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Economic Advancement(0-15)-

- Trade - 2
 - Industry - 9
 - Arms Industry - 4
 - Agricultural Industry - 2
 - Mining Industry - 1
 - Electronics Industry - 1
 - Logging Industry - 1
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Cultural Advancement(0-15) - 1

Environment(0-15)-

- (Climate) 1
 - (Landscape) 3
 - (Domesticable Animals/Plants) 10
 - Barley
 - Goats
 - Chickens
 - Potatoes
 - Sugar Beets
 - Vanilla
 - Peanuts
 - Apples
 - Cocoa
 - Pepper (spice)
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Disadvantages (-35-0)-

- Heat Intolerance: -5
- High Altitude Acclimation: -5
- Perpetual Twilight: -5
- Poor Vision: -5
- Low Radiation Resistance: -5
- Superiority Complex: -5
- High City Population Density: -5

On these scales negative tends to the Left

Militaristic/Neutral/Pacifistic-

-Militaristic-(+At all times "ready for war" and bonus to Military Development)(- Penalty Economic and Cultural Development)

Internationalist/Neutral/Isolationist-

-Neutral- (No Bonuses or Penalties)

Open Market/Regulated Market/Closed Market-

-Regulated Market-(+ May shuffle around Economic subsection points freely)

Individualist/Fraternalist/Collectivist-

-Collectivist- (+ Cheaper Unit development) (- Units are weaker)

Materialist/Techneticist/Spiritualistic-

-Materialist-(+ Bonus to Economic Development) (- More corruption)

Monocratic/Polycratic/Democratic-

-Mono-(+ Leader gets +5 points) (- Success of things not in Leader's skills are decreased)

Constitutional/Common Law/Absolutism-

-Common Law-(+ Make your Laws as you go) (- Precedent must be abided by)

Higher Numbers Mean More Restrictive Laws, Lower is Less Restrictive

Exhibitionist/Liberal/Neutral/Conservative/Restrictive-(Social mores)(53)

Political Rights Scale of (90)

Economic Rights Scale (50)

Civil rights Scale (60)

Positive Leadership Traits -(25) points to spend as you like on things that your leader improves in your country.

Military:

Strategy (5)

Tactics (5)

Logistics (5)

Administrative:

Logistics (3)

Economic:

Road Construction (1)

Personal Skills:

Espionage (2)

Organization (2)

Self Defense (2)

Negative Leadership Traits-(-25) points may be taken to get more free positive Leadership points.

Leadership points may be transferred over to regular national points at a ratio of 5LP to 1NP

Nation points may be transferred over to leader points at a ratio of 5NP to 1LP

Brief description of the society and the government and anything unique in them.

Brief description of the leader.