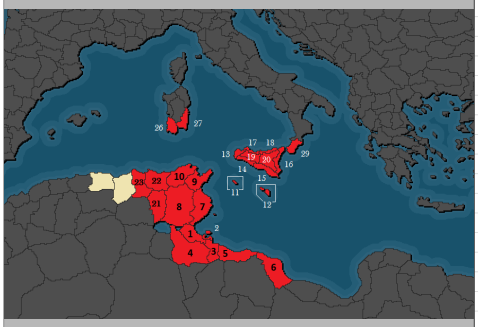
Nation Name:	New Syllan Kingdom	Rural Population:	*5,455,076*
Max Manpower:	*303,467*	Urban Population:	*60,204*
Player Handle:	u/Mortyvawe	Total Population:	*5,515,280*
Wiki Link:	Wiki Link	Claim Map:	Map Link
Organization:	*11.1*	Claim Type:	*State*

Only type in white cells (and checkboxes)!



Military		
When war is declared, roll 2d50 and enter to the right=>		34
Land Armies		
Militia	(can only be used to defend their homes)	100520
Levies	(variable - depends on dice roll)	12642
Regular Army	(fixed - depends on organization)	194110
Mercenaries	(fixed - depends on econ)	133648
Ships		
Civilian Sailors	(depends on coastal pop - only civilian ships)	64336
Navy Sailors	(depends on econ - civilian or navy ships)	98495

#	Province Name	My Province	Rural Population	City Name	City Density	Urban Population	Militia	Civilian Sailors
1	Neffegáth	☑	307,020	Neffech (prev. Ksar Neffa) (capi	2	60,204	5,207	5,207
2	Hrara (and Ghalagthr (island	☑	18,060	Fadagáthr (small port)			271	271
3	Fada-hatr	☑	180,600				2,709	2,709
4	Ugath	☑	219,300				6,579	0
5	Inissa	☑	180,600				2,709	2,709
6	Misragáth	☑	180,600	Misrata			2,709	2,709
7	Sylla (inner) (and isle of Cer	☑	180,600	Dara (city) and Durram (town)			2,709	2,709
8	Sylla (outer)	☑	199,563	Sarrech (rebuilt Darath)			5,987	0
9	Gholein	☑	180,600	Hadagáthr (town)			2,709	2,709
10	Gholein	☑	162,540	Saléth (prev. Saldes) (town)			2,438	2,438
11	Isle of Uram (old name was	☑	15,050				226	226
12	Isle of Amagáth (old name w	☑	15,050	Maleth (fortified city)			226	226
13	Inacria (1) - Sicily	☑	265,482	Moloch (fortress with adjacent town)			3,982	3,982
14	Inacria (2)	☑	265,482	Mologáthr			3,982	3,982
15	Inacria (3)	☑	225,976				3,390	3,390
16	Inacria (4)	☑	225,976	Messeth (great walled city)			3,390	3,390
17	Inacria (5)	☑	250,312	Tenech			3,755	3,755
18	Inacria (6)	☑	265,482				3,982	3,982
19	Inacria (7)	☑	189,630				5,689	0
20	Inacria (8)	☑	223,493				6,705	0
21	Eastern Lut	☑	276,318				8,290	0
22	Eastern Lut	☑	227,556	Sasech			3,413	3,413
23	Eastern Lut	☑	265,482				3,982	3,982
24	Western Lut	☐		Ugáth			0	0
25	Western Lut	☐					0	0
26	South Durinni-hetr	☑	136,955	Orlagáth (prev. Nemen-hetr) (colony)			2,054	2,054
27	South Durinni-hetr	☑	136,955	Karrach and Sarrabech (colony)			2,054	2,054
28	South Durinni-hetr	☑	136,955				2,054	2,054
29	South Felusia	☑	151,704	Kalladén (fortified city)			2,276	2,276
30	South Felusia	☐					0	0
31	Central Durinni-hetr	☑	97,825				2,935	0
32	North Durinni-hetr	☑	136,955				2,054	2,054
33	North Durinni-hetr	☑	136,955				2,054	2,054

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Current Econ Score: 83

Lasting Bonuses/Maluses:

Bonus/Malus:	Reason	Link to where bonus was approved:
8	Considerable urbai	650-625
5	Relatively significi	650-625
10	Colonization of im	500-475
8	Significant trade al	500-475

Subtotal: 10

One-Time Bonuses/Maluses:

Bonus/Malus:	Reason	Link to where bonus was approved:
-10	Warring and Meda	650-625
10	Developing coinag	500-475
10	The beginning fo	500-475
-5	Copper and tin bei	500-475

Subtotal: 5

Raid Bonuses/Maluses:
(Max 10 per raid/war)

Bonus/Malus:	Reason	Link to where bonus was approved:

Subtotal: 0

Tribute Bonuses/Maluses:

Bonus/Malus:	Reason	Link to where bonus was approved:

Subtotal: 0

Econ Score	Fixed Modifier	Random Modifier
1-10	10	2d10
11-40	5	1d10
41-50	0	1d10-5
51-60	-5	-1d10
61-80	-10	-2d10
81-100	-20	-4d10

If you have been poor for at least 4 reviews since the last time you were rich, enter +10:
If you have been rich for at least 4 reviews since the last time you were poor, enter -10:

Econ Score History:

Year	Score	Status:
650-625	53	AVERAGE
500-475	83	RICH
		N/A
		N/A
		N/A

Technologies	Modifiers			
	Rural Pop Modifier	Urban Pop Modifier	Mercenary Modifier	Organization Modifier
Tech Era	1.35	1.25	1.15	1.35
Iron Age				
Key Inventions				
Spoked Wheel	0.40	0.00	0.00	0.00
horses	0.40	0.00	0.00	0.00
Coinage	0.00	0.10	0.10	0.10
Writing	0.00	0.20	0.00	0.40
	#N/A	#N/A	#N/A	#N/A
	#N/A	#N/A	#N/A	#N/A
	#N/A	#N/A	#N/A	#N/A
	#N/A	#N/A	#N/A	#N/A
	#N/A	#N/A	#N/A	#N/A
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	#N/A	#N/A	#N/A	#N/A
	#N/A	#N/A	#N/A	#N/A
Total Modifiers:	2.15	1.55	1.25	1.85

#	Province Name	Modifier [1]	Foothills	Mountain	Summits	Volcanic	Forest	Jungle	Wetlands	Desert	Taiga	Arctic	Coast	Very Fertile	Fertile	Lake - Prominent	Lake - Notable	Oasis	River - Prominent	River - Notable	River - Minimal	Tiny Islands	Crisis 1	Crisis 2	Crisis 3	Deforested	Drained Wetlands	Aqueduct
1	Neffegáth	2.86											✓		✓	✓												
2	Hrara (and Ghalagthr	0.17											✓		✓							✓						
3	Fada-hatr	1.68											✓		✓													
4	Ugath	2.04													✓	✓												
5	Inissa	1.68											✓		✓													
6	Misragáth	1.68											✓		✓													
7	Sylla (inner) (and isl	1.68											✓		✓													
8	Sylla (outer)	1.86		✓											✓	✓					✓							
9	Gholein	1.68											✓		✓													
10	Gholein	1.51	✓										✓		✓													
11	Isle of Uram (old nar	0.14											✓									✓						
12	Isle of Amagáth (old	0.14											✓									✓						
13	Inacria (1) - Sicily	2.47	✓										✓	✓							✓							
14	Inacria (2)	2.47	✓										✓	✓							✓							
15	Inacria (3)	2.10		✓		✓							✓	✓														
16	Inacria (4)	2.10		✓		✓							✓	✓														
17	Inacria (5)	2.33	✓			✓	✓						✓	✓														
18	Inacria (6)	2.47	✓										✓	✓							✓							
19	Inacria (7)	1.76	✓											✓							✓							
20	Inacria (8)	2.08	✓			✓								✓														
21	Eastern Lut	2.57	✓												✓	✓					✓							
22	Eastern Lut	2.12	✓										✓		✓						✓							
23	Eastern Lut	2.47	✓										✓	✓							✓							
24	Western Lut	2.47	✓										✓	✓							✓							
25	Western Lut	2.47	✓										✓	✓							✓							
26	South Durínní-hetr	1.27		✓									✓								✓							
27	South Durínní-hetr	1.27		✓									✓								✓							
28	South Durínní-hetr	1.27		✓									✓								✓							
29	South Felusia	1.41	✓				✓						✓	✓														
30	South Felusia	2.33	✓			✓	✓						✓	✓														
31	Central Durínní-hetr	0.91		✓																	✓							
32	North Durínní-hetr	1.27		✓									✓								✓							
33	North Durínní-hetr	1.27		✓									✓								✓							
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#	Province Name	Modifier [1]	Foothills	Mountain	Summits	Volcanic	Forest	Jungle	Wetlands	Desert	Taiga	Arctic	Coast	Very Fertile	Fertile	Lake - Prominent	Lake - Notable	Oasis	River - Prominent	River - Notable	River - Minimal	Tiny Islands	Crisis 1	Crisis 2	Crisis 3	Deforested	Drained Wetlands	Aqueduct
		1.00	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

Terrain Modifiers	
Terrain Type	**Multiplier**
Foothills	0.90
Mountain	0.65
Summits	0.25
Volcanic	1.65
Forest	0.80
Jungle	0.60
Wetlands	0.70
Desert	0.30
Taiga	0.40
Arctic	0.20
Coast	1.40
Grassland	1.40
Plains	1.20
Lake - Prominent	1.70
Lake - Notable	1.35
Oasis	3.00
River - Prominent	1.80
River - Notable	1.65
River - Minimal	1.40
Tiny Islands	0.10
Crisis 1	0.80
Crisis 2	0.66
Crisis 3	0.33
Deforested	1.19
Drained Wetlands	1.43

Constants	Value
Base Population	50,000
Growth Value	N/A
Carrying Capacity	1.00500
Percentage Mod	26,938
	1 [2]

Technology Type	Effect
Domesticate Minor	0
Domesticate Major	0
Landmark	0
Infrastructure	0.02
Medicine	0.01
Farming	0.04
Agricultural Tools	0.05
Processing	0.05
N/A	0
N/A	0

Newest Checksum:	HBRD

Claim Types:	Effect
Nomadic	0.8
Sedentary	0.9
State	1

Regional Modifiers			
Abb.	**Region**	**Multiplier**	**Terrain to Ignore**
AaC	Anatolia and the Caucasus	0.95	Foothills
Aam	Aridoamerica	0.30	fertile, very fertile
AfR	African Rainforests	0.90	ngles, Forests, Small Rivers
Alt	Altiplano	1.05	foothills
Amz	Amazon Rainforest	0.80	forest, jungle, fertile
ANZ	Australia and New Zealand	0.60	Forests
ArP	Arabian Peninsula	0.55	Foothills
Art	Arctic	0.10	fertile, very fertile
AuO	Australian Outback	0.10	All Rivers
BoF	Boreal Forest	0.20	forest, taiga
Cab	Caribbean	0.80	forest, jungle
EAf	East Africa	1.10	none
EaS	Eurasian Steppe	0.50	Small Rivers
EBz	Eastern Brazil	0.70	foothills
ECI	East Central India	1.40	Foothills
EEu	Eastern Europe	0.80	Forests
Eth	Ethiopia	1.20	Foothills, Mountains
Gan	Ganges River	1.60	Wetlands, Forest, Jungle
GCP	Gran Chaco and Pampas	0.40	none
GPs	Great Plains	0.40	foothills
Him	Himalayas	0.20	othills, Mountains, Summits
~~InR~~	~~Indus and Rajasthan~~	~~1.30~~	~~Fertile~~
Jap	Japan	0.85	Forests, Foothills
Med	Mediterranean Sea	1.00	Foothills
Mpt	Mesopotamia	1.20	Desert
NAn	Northern Andes	1.00	foothills
NCh	Northern China	1.45	Forests
NEu	Northern Europe	0.50	Forests, Snow
NEW	North Eastern Woodlands	0.50	forest
Nil	Nile River	1.40	Desert, Wetlands
PaI	Pacific Islands	0.50	Coasts
Pat	Patagonia	0.20	fertile, very fertile
Per	Persia	0.60	Desert, Mountains
PNW	Pacific Northwest	0.80	foothills
SAf	Southern Africa	0.45	none
Sah	Sahara	0.15	All Rivers
SCA	Southern Central Africa	0.65	Foothills, Forests
SCh	Southern China	1.50	Foothills, Forests
SeA	Southeast Asia	1.20	Foothills, Jungle
SEW	South Eastern Woodlands	0.60	forest
SIn	Southern India	1.40	Foothills, Wetlands
Sub	Sub-Arctic	0.30	All Rivers
SwP	Southwest Pacific	0.60	Jungle
VoM	Valley of Mexico	1.30	foothills, desert
WAf	West Africa and the Sahel	0.80	Desert
WCI	Western Central India	1.15	Foothills, Forests
WEu	Western Europe	0.85	Foothills, Forests
WMV	Western Mountains and Valley	0.30	foothills
YaC	Yucatan and Central America	1.10	forest, jungle

Terrain Augmentations	
Type	**Multiplier**
Aqueduct	1.30
City Modifier	0.20
Deforested	1.19
Drained Wetlands	1.43

Technology Eras	Modifiers:	Rural	Urban	Mercenary	Organization
Late Neolithic		1.00	0.50	1.00	1.00
Chalcolithic		1.10	0.75	1.00	1.00
Bronze Age		1.25	1.00	1.00	1.25
Iron Age		1.35	1.25	1.15	1.35
Classical Era		1.35	1.50	1.15	1.50
Premodern Era		1.60	1.40	1.25	1.50
Early Modern Period		1.70	1.60	1.50	1.60
Archaic Stage		0.50	0.50	1.00	0.50
Formative Stage		0.75	0.50	1.00	0.75
Late Preclassic Stage		1.00	0.75	1.00	1.00
Classic Stage		1.25	1.00	1.00	1.25
Postclassic Stage		1.35	1.50	1.15	1.35

Key Inventions	Rural	Urban	Mercenary	Organization
Writing	0.00	0.20	0.00	0.40
Horse Domestication	0.40	0.00	0.10	0.00
Spoked Wheel	0.20	0.00	0.20	0.00
Silk	0.00	0.10	0.00	0.00
Coinage	0.00	0.10	0.20	0.20
Stirrups	0.10	0.00	0.10	0.00
Blast Furnace	0.00	0.10	0.05	0.00
Heavy Plough	0.40	0.00	0.00	0.00

#	Province Name	Modifier [3]	Anatolia and the Caucasus	Aridoamerica	African Rainforests	Altiplano	Amazon Rainforest	Australia and New Zealand	Arabian Peninsula	Arctic	Australian Outback	Boreal Forest	Caribbean	East Africa	Eurasian Steppe	Eastern Brazil	East Central India	Eastern Europe	Ethiopia	Ganges River	Gran Chaco and Pampas	Great Plains	Himalayas	Indus and Rajasthan	Japan	Mediterranean Sea	Mesopotamia	Northern Andes	Northern China	Northern Europe	North Eastern Woodlands	Nile River	Pacific Islands	Patagonia	Persia	Pacific Northwest	Southern Africa	Sahara	Southern Central Africa	Southern China	Southeast Asia	South Eastern Woodlands	Southern India	Sub-Arctic	Southwest Pacific	Valley of Mexico	West Africa and the Sahel	Western Central India	Western Europe	Western Mountains and Valleys	Yucatan and Central America
1	Neffegáth	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
2	gthr (island belonging	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
3	Fada-hatr	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
4	Ugath	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
5	Inissa	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
6	Misragáth	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
7	inner) (and isle of Cer	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
8	Sylla (outer)	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
9	Gholein	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
10	Gholein	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
11	m (old name was isle	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
12	áth (old name was isl	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
13	Inacria (1) - Sicily	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
14	Inacria (2)	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
15	Inacria (3)	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
16	Inacria (4)	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
17	Inacria (5)	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
18	Inacria (6)	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
19	Inacria (7)	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
20	Inacria (8)	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
21	Eastern Lut	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
22	Eastern Lut	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
23	Eastern Lut	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
24	Western Lut	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
25	Western Lut	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
26	South Durinni-hetr	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
27	South Durinni-hetr	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
28	South Durinni-hetr	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
29	South Felusia	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
30	South Felusia	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
31	Central Durinni-hetr	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
32	North Durinni-hetr	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
33	North Durinni-hetr	1.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[x]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
		0.00	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

[1] Ticked Boxes = 1
Unticked Boxes = 0

If you want to only use the keyboard, writing 1 into a box has the same effect as ticking it, while 0 means unticking it

[2] This should only be edited on mod order; if this number is not '1' when it should be, there will be severe consequences for the player.

[3] Ticked Boxes = 1
Unticked Boxes = 0

If you want to only use the keyboard, writing 1 into a box has the same effect as ticking it, while 0 means unticking it