POLIS						FEATURES										
					FEATUR	₹E	PROPER	ΓIES					STR	UCTUR	Ε	DMG
														OF		
CHARACTERISTICS														OF		
														OF		
														OF		
MILITARY CUI	TURE	PRODUCE	TRADE	RESOURCES										OF OF		
MILITARY CUI	LIURE	PRODUCE	TRADE	RESOURCES										OF		
ARKHON			SKILLS											OF		
ABILITY			Accuracy		_									OF		
			Athletics											OF		
			Awareness											OF		
TRADE PARTNERS Brawl														OF		
IRADE	PAKINE	:K3	Craft											OF		
FACTION	-	NOTES	Diplomacy											OF		
FACTION		NOTES	Knowledge											OF OF		
FACTION			Lore											OF		
FACTION		NOTES	Manipulation											OF		
		NOTES	Medicine													
FACTION	-	NOTES	Perform			و و ما و ما و م	70707071	وا وا وا وا	RE	TAINE	ERS 💷	ا و اما و اما و ام	ومادماو	ار دار مار دا	عام ما ما د	
FACTION		NOTES	Ride		RETAIN	ER	PROPER	TIES					Н	EALTH		DMG
FACTION		NOTES	Survival		KETAII		TROTER	ILS						OF.		DMG
FACTION			Vigour										OF			
		NOTES	, .gea.		-									OF		
RELATIONSHIPS At the end of the Ag Food by Populace. If			ora Phase reduce											OF		
FACTION		Food to feed everyon	e, reduce Food to 0											OF		
FACTION_	STATUS	and gain 1 Risk per p	oint of missing Food	POPULACE										OF		
	STATUS	Status:												OF		
FACTION	STATUS	 +3 Allies +1 to +2 Friendly 												OF		
FACTION	STATUS	◆ 0 Neutral◆ -1 Unfriendly	Roll:											OF OF		
FACTION		 + -2 Hostile + -3 War 	Produce (SurvivaResources (Craft)							DICK						
FACTION_	STATUS		◆ Trade (Diplomac or Stater	y) to create Food	9999999		ا و ساو اساو اسو		الالالالالا	KIDK		ال الا الا الا الا		المامامال	عام اجال ا	
	STATUS	At the end of the Agora Phase if you	or sidler		MORALE	<u> </u>		_								
FACTION	STATUS	have more Food or Stater than you can	OF	OF												
FACTION	STATUS	store, discard the excess	FOOD	STATER	0	1 2	3	4	5	6	7	8	9	10	11	12