World main type: oceanic

Second type: volcanic

Third type: mountain

Population density: medium

Government: peaceful

Population info: non religious

Smart

Courageous

Magic: exists/ common/ accepted/ reliable

Conflict: land/ no land

Magic tolerated/ hated

High food density/ low food density

Technology level: low

*

World main type: desert

Second type: mountain

Third type: radioactive

Population density: medium

Government: diplomatic

Population info: religious

Hard working

Courageous

Magic: low/ accepted/ reliable

Conflict: free health care/ good health care

Food/ little food

High Resources/ low resources

Technology level: high

World main type: forest

Second type: grassland

Third type: mountain

Population density: low

Government: technological

Population info: low unemployment

Religious

Hard working

Magic: uncommon/ exists/ tolerated/ reliable

Conflict: building space/ limited building space

High resources/ low resources

High food sources/ low food sources

Technology level: medium

*

World main type: forest

Second type: oceanic

Third type: barren

Population density: medium

Government:war like

Population info: hard working

Low unemployment

Courageous

Magic: none

Conflict: fertile land/ none or small usable land

Hostile/ peaceful

High tech/ medium technology

Technology level: mixed

World main type: mountain

Second type: jungle

Third type: radioactive areas

Population density: high

Government: diplomatic

Population info: scarred

Hates (oceanic planets)

Religious

Magic: exists/ common/ not accepted/ unstable

Conflict: magic/ non magic

Free health care/ expensive health care

Building space/ limited building space

Technology level: mixed

World main type: mountain

Second type: oceanic

Third type: radioactive area

Population density: low

Government: tribal

Population info: smart

Lazy

Patriotic

Magic: none/ doesn't work

Conflict: mutated/ not mutated

High resources/ low resources

Access to tech/ Primitive

Technology level: mostly low

World main type: Desert

Second type: grassland

Third type: jungle

Population density: low

Government: war faring

Population info: patriotic

Not smart

Courageous

Magic: rare/ not tolerated/ reliable

Conflict: low resources/ high resources

Tolerate magic/ not tolerate

Drinking water/ little water

Technology level: high

World main type: volcanic

Second type: forest

Third type: oceanic

Population density: medium

Government: threatening

Population info: loves (religious)

Religion

High unemployment

Magic: uncommon/ exists/ accepted/ semi reliable

Conflict: employed/ unemployed

Wealth/ poor

Different religions

Technology level: medium