**Glossary**

This file holds definitions of the different aspects of the game for clarification purposes:

**Aspect:** One of the three main pillars of an individual – Mind, Body and Soul

**Stats:** One of the three main qualities inherent to each of the three aspects of an individual. Stats are modified by traits, skills and gameplay as an individual progresses through time. A piece of information that determines the properties of an individual.

**Trait:** A distinguishing quality or characteristic which has the potential to modify a person’s stats and game situations.

Characteristic

qualifiable qualities or features which are inherent to every individual

Quality

Attribute:

synonyms: quality · characteristic · trait · feature · element · aspect · [more]

//• Intelligence: Represents the ability to learn. At the high end this stat will allow the individual to suck up information like a sponge. At the low end the individual will be less versatile for changing vocation, and will be a negative modifier to education.

//• Contemplative: I’m not sure I will use this term, but the idea is more motivational in nature. Given that an individual is contemplative, they will strive towards an educational goal.

//• Education: This will be a growing stat that will reflect age, contemplativeness, and intelligence. Unless there is an accident or illness, this number will grow as the individual ages.

//Trait Body: This set of stats represents the physical traits of the individual. Some tasks and vocations will be primarily physical in nature and will rely heavily on this trait.

//• Size: This stat will be the physical size of the individual. I think I wrote about this before, that it will be bell-curved. This stat is affected by the other stats of strength and hearty to some degree.

//• Strength: Again, another straight forward stat, and again, bell-curved.

//• Hearty: This stat will represent the health of the individual. As age increases, and perhaps injury, sub-par diet, or illness happens, this will modify strength primarily, and maybe size to a lesser degree.

//Trait Soul: This trait will be a bit more difficult to pin down. To a certain extent, it represents the personality of the individual, but this gets into some sketchy ground when I try to balance it against the mind trait, as it can be argued that they are similar in some ways, two sides of a coin perhaps.

//• Honesty: The honesty stat is a reflection on how forthcoming the individual is. This could be used by business, labour, or social aspects. I’m not sure at this point what the overall ramifications of honesty will be at this point, but I think it is an important stat that can have some interesting uses.

//• Cooperative: This stat is sort of an all-encompassing vision of how the individual fits into society as a whole. I see “more cooperative” as being social, and for the good of the population, while less cooperative will be introverted. Other choices for the same idea might be “patriotic” or maybe “sociable”.

//• Venturesome: This stat will represent the amount of risk an individual is willing to take. It might also be a factor for a “moral check”, and might also be described as “boldness” or “adventurous”. I’m not completely sold on the term, or the ideal at this point, but for the purposes of an initial model it will do.