



The Dawn of Life in Earth 2: Character Synthesis in E2V1

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The Dawn of Life in Earth 2: Character Synthesis in E2V1



By **saeminlee** on 6 April 2025

April 6, 2025 - Sydney, Australia - Earth 2 is preparing to welcome its very first inhabitants leading into **Chapter 1** Pre-Alpha release "**Explore. Craft. Survive.**" With the introduction of the Character Synthesis system inside E2V1, the first true spark of life is preparing to ignite the activity inside the geolocational Metaverse of Earth 2. This foundational system signifies more than just the ability to control an avatar, it represents the beginning of lifeforms, one born from the **ownership of land**, the **technology of the Mentar** and the enigmatic resource known as **E-ther**.

This feature release will allow Players to breathe life into characters that can explore, survive, interact, and grow within an unspoilt, 1:1 scale virtual Earth. These characters are beings that will face consequence, mortality and purpose.

Before exploring the detailed mechanics of this system, it is important to provide clarity around the philosophy and expectations behind it and other early system designs emerging inside E2V1. Earth 2 is not a typical video game; it is a visual platform with a living, evolving world undergoing continual development and refinement. The sheer scale and complexity of simulating a persistent, globally scaled metaverse introduces a level of unpredictability that demands ongoing balance.

As such, while every effort will be made to ensure that our features and systems for this feature release, but also others both historically and in the future, are stable, it is important to acknowledge that changes may be necessary over time. Game balancing - especially on a metaverse scale of this magnitude - can take years. There will be adjustments. But any modifications will be made with careful consideration and a commitment to the long-term stability of the platform.

Life Begins: Synthesising Your Character

The time has come to give birth to the first inhabitants of Earth 2. With the rollout of the Character Synthesis system, players will be granted the ability to create their own lifeforms - characters that will walk, live, struggle, and thrive across the expansive 510,072,000 km² lands and seas of this pristine digital Earth.

The act of creating life in Earth 2 carries weight. It brings with it the need for responsibility, care, and survival. Characters are mortal. They can die. Their lives can be cut short by reckless choices, environmental dangers, neglect or sometimes just bad luck.

But if players approach their journey with mindfulness and purpose, their characters have the chance to go on to live long, meaningful and productive lives. Life inside Earth 2 is intended to have value. It is meant to accentuate experiences inside E2V1 making them more significant and to make actions more deliberate given those decisions can often face consequences. Essentially, the presence of risk - and the opportunity for potential reward - injects true purpose into every decision and true care for every action.

This is the beginning of digital sentience within Earth 2. The act of synthesis is not a click or a casual function - it is a moment of creation and you as the Player are in control. The very first breath of life into a world long silent. A future defined by every player's action, one life at a time.

E-ther is Life

Since its discovery, E-ther has been a curious and mysterious substance in Earth 2. Known to naturally evaporate from Player owned land and to possibly appear from other sources inside E2V1, it has become one of the most important elements in the metaverse. While players have learned to capture and transform it into Essence - a power source with tradeable utility - E-ther's true potential has always hinted at something deeper.

Now, that potential is slowly being realised. **E-ther is alive.**

To synthesise a character - a lifeform with a tangible presence inside Earth 2 - Players will need to use E-ther as the fundamental catalyst. The initial lifeform they create will be known as an E-ther lifeform, unique in its origin and tied intrinsically to the land and systems from which it was born.

Character synthesis requires a Mentar located on Tier 2 land or higher. However, the process is not limited to what a Mentar holds locally. Instead, Players can draw from their global aggregate balance of E-ther to perform the synthesis. This allows flexibility in how and where a Player chooses to create life so long as they have the correct Tier land and Mentar available.

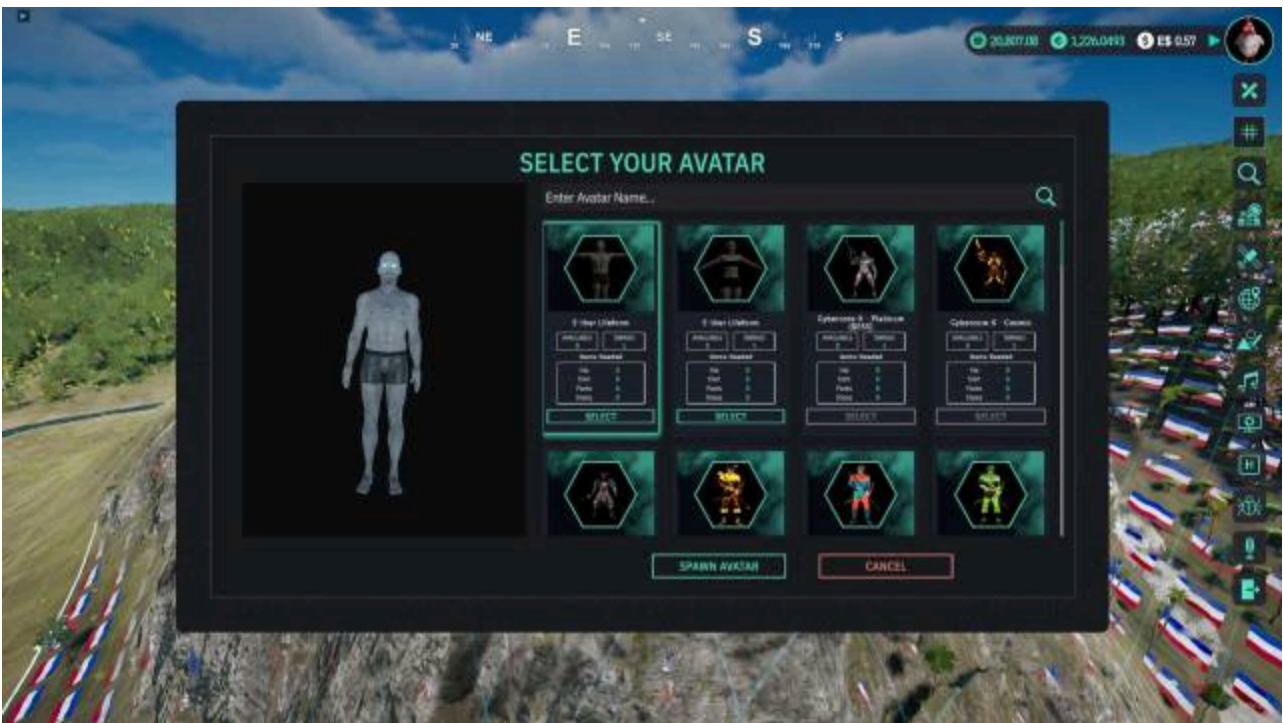
During synthesis, Players will also be able to choose the biological archetype of their new lifeform - selecting between XX and XY E-ther-based genetic lifeforms. This choice may have future implications as the metaverse continues to expand and evolve.

The introduction of E-ther lifeforms adds depth to the lore of Earth 2 while reinforcing the notion that life within this world is not without cost and not without meaning.

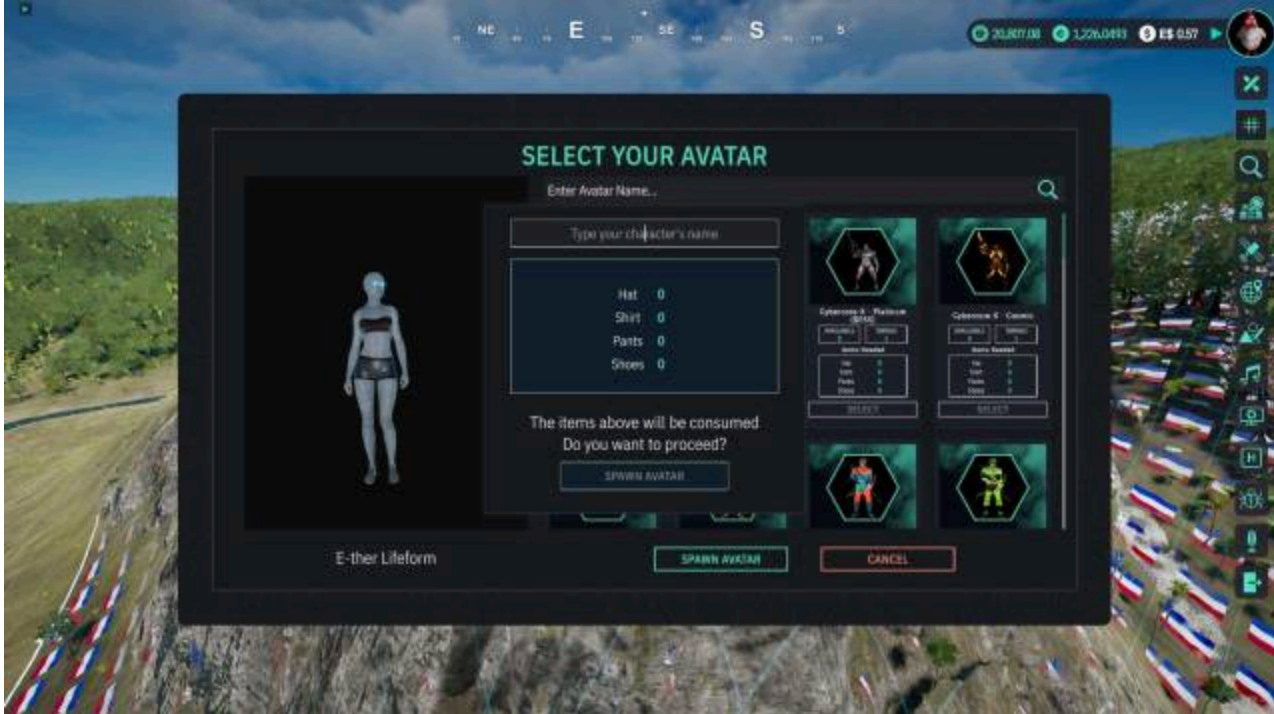
In a world where everything is connected - land, energy, matter, and soul - E-ther is the invisible strand that binds lifeforms together. Through it, Players do not just create avatars. They create possibilities.



Select Mentar



Select an avatar (Male / Female form)



Select a name for your character



Your character is now alive!

Synthesis Rates and Economic Balancing

Creating life inside Earth 2 is not a flat transaction. It is governed by a carefully constructed internal algorithm that introduces dynamic pricing based on a Base Synthesisation Value, or BSV. This BSV is linked directly to the external traded value of Essence - the more valuable Essence becomes, the less E-ther is required to synthesise a character, and vice versa. It's a self-balancing economic loop that maintains equilibrium between what will become some of Earth 2's most vital resources.

While some Players may be able to determine what the BSV is, it is not publicly published and may be changed from time to time. If the actual BSV is changed, it will be clearly communicated to Players. It is important to note, however, that routine

fluctuations in the E-ther amount to synthesise life, in the absence of any such announcement, will solely reflect real-time changes in the external value of Essence.

Not all land is created equal, the amount of E-ther needed to synthesise a character also varies depending on the Tier and Class of the land your Mentar is located on. Tier 2 land will require 100% E-ther based on the BSV, serving as the baseline for comparison. Other land classes - such as Tier 1 with premium tile classes - will offer reductions to this base cost, rewarding strategic land holders of their acquisition and ownership.

Importantly, every unit of E-ther used to synthesise a character is automatically transformed into Essence and permanently burned at a rate of 100%. This rate may change in the future but for now will remain at 100% burn. This not only introduces a deflationary mechanic to the system but also reinforces the significance and permanence of the act of creation. When you choose to create life, that decision not only brings new opportunities but echoes throughout the economy.

To provide a guideline to Players, at the current external value of Essence at \$0.0367 it would require **approximately 21 E-ther to synthesise a character**. This amount of E-ther will reduce if the value of Essence increases or increase if the value of Essence decreases so long as the BSV is not adjusted.

Free to Play: A Cooperative Path to Life

Free to Play on Earth 2 is more than access - it's a cooperative opportunity wrapped in trust, merit, and reward. Synthesising a character costs E-ther, but Players who own Tier 1 land can go one step further and offer a lifeline by providing the necessary E-ther for another Player to create a character. In doing so, they effectively sponsor a new life inside Earth 2.

Characters synthesised under this system are initially bound to the landowner-Player who provided the E-ther. The Free to Play player gains control of the character and can begin experiencing Earth 2 immediately - but while they are free to do as they please, complete freedom of their lifeform must be earned.

Qualifying landowners have the option to set a quest or bounty - perhaps collecting specific materials, supplies or items, returned to a specific location. Whatever the quest is, once it is fulfilled, the free to play character then becomes unbound and fully independent - free so to speak. Until the quest or bounty is successfully completed, the landowner may set percentage based royalties on any gathered resources, materials or items the bound Player acquires during their time with the sponsored character. Though optional, the landowner may even enforce a time limit to complete the quest, which if ignored or abandoned, may see the character face death.

This system gives rise to a real economy of economy and opportunity. Players with higher class Tier 1 land can have more freedom to set filters for sponsors based on historical performance. Free to Play players who reliably complete quests will build a positive rating, granting them access to higher-tier landowners and more rewarding opportunities.

The first wave of quests will be relatively simple - gathering materials or crafting supplies and returning them to a set location - but the system will grow in sophistication over time as the platform expands. In time, the idea is for it to encompass building, land management and other cooperative world shaping responsibilities.

It is important to note that the Free to Play feature will not be a part of the first release, but rather released in a future version once the foundations of the Character synthesising system have been thoroughly tested and optimised.

In Earth 2, your freedom is earned, your reputation is built, and your journey is forged by the choices you make.

Below is a chart outlining some of the differences Mentars on varying land tier and classes will be able to provide.

CHARACTER SYNTHESISE CHART								
	T1S	T1 C1	T1 C2	T1 C3	T1 C4	T1 C5	T2	T3
Synthesise Amount	50%	50%	60%	75%	75%	75%	100%	Unavailable
Synthesise (Weekly)	10	10	5	2	2	2	1	Unavailable
Quest	YES	YES	YES	YES	YES	YES	NO	NO
Quest Type	100%	100%	60%	50%	40%	20%	NO	NO
Quantity	100%	100%	60%	50%	40%	20%	NO	NO
Player History	FULL	FULL	PARTIAL	PARTIAL	PARTIAL	PARTIAL	NO	NO
Protection	LEVEL 3	LEVEL 3	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 2	LEVEL 1	-

Synthesis Amount - The amount of E-ther required to synthesise a character

Synthesise (Weekly) - Number of characters that can be synthesised on relevant Mentar weekly.

Quest - Whether the tier and class is able to set quests in return for free to play character creation.

Quest Type - The different types of materials or quest types available to be set by the Mentar.

Quantity - the quantity of material, items or products set in the quest and the maximum reward possible for the materials or quests.

Player History - Ability to filter player performance history in order to attract Players who have a better history of play and higher chance of successfully fulfilling the quest while also being able to offer better rewards.

Protection - the protection level a Mentar is able to provide to Players that set up Campfires on the relevant property.

Please note that Quest, Quest Type, Quantity and Player History will be part of a subsequent feature release when free to play becomes available.



Vitals: Health, Stamina, Hunger, Thirst

Every character in Earth 2 will initially be governed by four vital stats: Health, Stamina, Hunger, and Thirst.

- **Health** represents the character’s overall vitality. It can initially be depleted through fall damage, combat, starvation, dehydration or exhaustion.

- **Stamina** fuels movement and high physical activity. When stamina runs out, any continued exertion begins to drain health.
- **Hunger** reflects the need for food. Once depleted, it slowly chips away at health.
- **Thirst** tracks hydration. Like hunger, if ignored, it leads to a gradual loss of life.

Players must carefully manage these vitals. Venture too far without food or water, and your journey may end prematurely. Foraging, crafting, and planning ahead are essential to the survival of your character.

Exploration, Materials, and Crafting

With life synthesised, your journey truly begins. Earth 2's digital world spans over 510,072,000km², an accurate mirror of real world geography, yet reset to a pristine state. This untouched canvas is rich with discovery, and survival will hinge on a Player's ability to forage, craft and adapt.

Over 200 materials will be discoverable across the map at launch. These survival ingredients will gradually expand into a variety of gameplay. Early on, crafting will focus on simple recipes to help players survive, navigate and expand their reach.

Some crafted items will be possible directly from a Mentar, helping players get their footing by converting gathered materials into usable items.

Early Items

To support survival and initial exploration, Earth 2 will allow players to craft a variety of essential gear using materials found in the wild. This includes:

- **Backpack** (for inventory space)
- **Bottle** (for carrying water)
- **Hat, Shirt, Pants, and Shoes** (basic clothing set)
- **Campfire** (temporary save point)
- **Food** (to restore sustenance)
- **Glider and Wingsuit** (for mobility and leisure)

There will also be some additional items - currently unrevealed - which will be discoverable by curious and resourceful Players. Recipes for these hidden items must be unlocked through experimentation and adventure.

Cosmetic Skins

Cosmetic skins remain a key component of Player identity inside Earth 2. However, as always planned, to wear a cosmetic outfit, Players must first equip a full set of basic clothing: hat, shirt, pants, and shoes. Once the character is fully clothed, a full-body cosmetic skin can be applied.

Initially, outfit changes will be handled through Mentars. Future updates will introduce portable devices that allow for outfit switching without needing to return to a property.

While modular clothing (individual swappable pieces) is planned, the first iteration will focus on full-skin suits, with more flexibility arriving in future updates.

Death: Consequence in the Metaverse

In Earth 2, life is fragile and death can be permanent. The metaverse is vast, untamed, and teeming with dangers. A character's death can occur in numerous ways: from tumbling down a steep mountain slope, to succumbing to hunger or dehydration, to being struck down by wild creatures or hostile foes. Even environmental threats like exhaustion or exposure can lead to a character's end.

When death occurs, the tile on which your character dies is recorded and the consequences that follow are significant. If the player chooses not to revive, or does not have enough E-ther on their character to do so, the character will die permanently on that spot. All of that character's inventory will remain discoverable on that tile for 24 hours, and if not retrieved within that time period, it will be lost forever.

Items dropped may include valuable resources: E-ther, Essence, energy, materials, wearables, crafted items, or jewels - almost everything except for cosmetic skins which will remain with the Player. The option of revival at least gives the Player a choice to instantly revive their character, but if this option is not selected other Players who may happen to explore that tile during the grace period may be able to loot those items for themselves so don't wait too long before recovering your items!

This mechanic is intended to make death meaningful, even punishing. In Earth 2, recklessness comes with consequences. The metaverse can be a dangerous place and even if your character dies from a bug, it still counts as death. Not even we can reverse it.

Mentar Save

The most secure way to protect your character's existence is by saving it inside a Mentar. These structures have the ability to serve as stasis chambers - places where life can be preserved indefinitely. Each Mentar can only house one saved character at a time, and only characters owned by the landowner may be stored. Free to Play characters cannot currently be saved in Mentars.

There are no expiration timers or ticking clocks. Once stored, a character can remain inside a Mentar indefinitely with all of its inventory, awaiting reactivation. This becomes especially useful for Players who want to explore with different characters in different locations or who need to pause gameplay without risking their progress or survival for that character.

Mentars will remain the primary method of long-term character storage until future EcoSim buildings expand on this functionality.

Campfire: Temporary Survival in the Wild

For those who don't own land or are venturing far from home, the Campfire offers a vital lifeline. A Campfire allows characters to be saved temporarily and can be built on both unowned and owned land.

On unowned land, a Campfire lasts for 24 hours but can be looted by other Players if discovered. On player owned properties, this default lifespan extends to 72 hours, offering a much needed buffer for exploration and more importantly can offer default protection against looters which increases based on the Tier land and class you set the Campfire on. Campfires built on someone else's land may incur a fee set by the property owner which will be displayed before the Player tries to build the Campfire.

Each Campfire, whether on owned or unowned land, can store one character and is limited to one specific tile. Larger properties will be able to host multiple Campfires at a rate one per every 10 tiles - allowing well established landowners to support explorers, allies, or even entire small communities.

But beware, if your Campfire goes out before you return to re-spawn your character, that character dies, and its inventory is left behind on that tile until it is collected, looted or perished.

Re-Spawning

Players can synthesise unlimited Characters inside Earth 2 which will remain alive so long as they are in an active, alive state or safely stored in a Mentar or Campfire. However, only one character can be controlled at any given time.

To manage this, Players will use the in game **Character Management system**. This interface will allow Players to search and locate their saved characters by name, location, Mentar or Campfire tile. From there, they can re-spawn any living character and take control of it to resume activities inside Earth 2.

Characters that have died will appear under a separate filter, allowing Players to confirm their death and identify the precise location of any dropped inventory.

Revival

If a character dies while actively being played, Players will have a brief 2 minute window to initiate a revival. This revival comes at a cost of double the E-ther required to synthesise a character at that time. As is the case when a character is first synthesised, the E-ther used for revival is automatically transformed into Essence and 100% burned in full.

Another player nearby can also step in to revive your character using their own E-ther, offering moments of camaraderie, alliance, or perhaps even negotiation. But if no revival occurs within those two minutes - or if the player exits E2V1 during the countdown - the character dies permanently and the inventory will be dropped on that tile.

If a Player chooses revival, the Character returns with full health, stamina, hunger, and thirst.

App Crash or Connection Drop

Disconnection is a harsh reality in any online world, and Earth 2 has implemented safeguards to manage it.

If your app crashes or your internet connection drops while your character is alive, the system will detect this and begin a five-minute timeout countdown. If you do not reconnect within that timeframe, your character will die.

In these cases, players will have up to 24 hours to revive their character at the standard revival cost. This ensures that technical issues don't necessarily lead to permanent loss - but still remains a real threat.

Unfortunately, if your character is however killed within that countdown period the death process will be initiated which means you will need to recovery inventory before another Player looks or the 24 hour recovery window closes.

Day & Night Cycles

Time in Earth 2 is immersive, persistent, and localised. Once a player enters character mode, they are bound to the actual conditions of the region they are in inside E2V1. This includes the time of day, or night, and other possible conditions.

In free-fly mode, Players can experiment with environmental settings - adjusting sun angles, fog, waves, and more. But in character mode, they become fully immersed in the living simulation and are bound to the environment at that given time and location.

At launch, Earth 2 will implement 6-hour day-night cycles: 4 hours of day, followed by 2 hours of night. This results in four full E2V1 days every 24 real world hours.

Moon phases will also be meaningful, cycling every Earth day and will be important in future gameplay mechanics.

We will not be implementing seasonal changes that align with the real world at present, but will instead progressively test a randomised seasonal system where changes can occur rapidly and unexpectedly. This will allow for faster iteration and feedback in early development. In the future, we may align seasons with real-world hemispheres - but that decision remains open.

With the arrival of character synthesis, Earth 2 will mark a milestone transition from a vast world of potential to a world of life with all kinds of possibilities. Every decision now carries weight. Your actions, your creations, and your character's fate will truly be in your hands!

Thank you for taking the time to read this article. We're very excited about the future potential of the systems and mechanics provided in this article and the impact they may have long term for Earth 2.

Join the journey, shape the future. Earth 2, the People's Metaverse.


About Earth2

Earth 2® is a futuristic concept for a second earth; a metaverse, between virtual and physical reality in which real-world geolocations correspond to user generated digital virtual environments. These environments can be owned, bought, sold, and in the near future deeply customised.

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