Here is a comprehensive summary of our progress. You can use the **"Export to Docs"** button (found under the Share icon at the bottom of this response) to save this directly to your Google Drive.

# RPG System Design: Core Attributes & Mechanics

This document outlines the foundational 10-attribute system, the defensive triangle, and specialized resource mechanics for the RPG system.

## 1. The 10 Core Attributes

The system is built on 10 attributes divided into four categories: Physical, Mental, Social, and Worldly.

| **Category** | **Attribute** | **Function & Description** |
| --- | --- | --- |
| **Physical** | **Strength** | Raw physical power and the capacity to exert force. |
|  | **Fortitude** | Physical stamina and endurance. (**Primary Physical Defense**) |
|  | **Dexterity** | Agility, hand-eye coordination, and physical finesse. |
| **Mental** | **Wisdom** | Understanding complex ideas, art, literature, and whimsical riddles. |
|  | **Perception** | Awareness of the environment. (**Primary Mental Defense**) |
|  | **Ingenuity** | Creative problem-solving, invention, and lateral thinking. |
| **Social** | **Emotional Intelligence** | Empathy; understanding the thoughts and emotions of others. |
|  | **Composure** | Force of personality and calmness. (**Primary Social Defense**) |
|  | **Conviction** | The ability to persuade, argue, and negotiate effectively. |
| **Worldly** | **Aura** | The character’s spiritual signature; influences environmental chance. |

## 2. The Defense Triangle

To ensure balance, three specific attributes act as the primary "shields" against different types of threats. These defenses can overlap depending on the situation.

* **Physical Defense (Fortitude):** Used to resist pain, exhaustion, toxins, and physical wear.
* **Mental Defense (Perception):** Used as a "filter" to see through illusions, detect lies, and sense magical trickery.
* **Social Defense (Composure):** Used as a "mental anchor" to resist fear, social pressure, and maintain a facade/poker face.

## 3. Specialized Resource: Scholarly Intelligence

Unlike the 10 core attributes, **Scholarly Intelligence** is a separate, resource-based stat.

* **Function:** It represents an "Array of Knowledge" or formal education.
* **Mechanic:** It acts as a pool of Knowledge Points (KP). Players can "spend" or check against this pool to see if their character knows specific facts, history, or academic data.
* **Distinction:** It separates "Book Smarts" (Scholarly Intelligence) from "Street Smarts/MacGyvering" (**Ingenuity**) and "Intuition/Comprehension" (**Wisdom**).

## 4. Pending Mechanics (Next Steps)

* **The Moon Phase System:** Defining how a character's "Birth Moon" interacts with the current in-game moon phase to grant specific bonuses or modifiers to the 10 core attributes.
* **Worldly Influence:** Expanding on how **Aura** interacts with the game world outside of the standard social and physical categories.

**Would you like to move on to the Moon Phase system now, or should we define how the "Scholarly Intelligence" pool is calculated first?**

**Here is a concise summary of the Zodiac and Class systems we developed. I have formatted this to be "modular" so you can easily copy and paste it into other documents or AI prompts in the future.**

# RPG System Blueprint: Zodiac & Real-World Vocations

## I. Lineage: The Zodiac System

**In this system, a character's "Lineage" (replacing traditional fantasy races) is determined by their Zodiac Sign. This influence dictates their base physical traits, inherent predispositions, and cosmic "flavor."**

* **The Concept: Characters are born under one of the twelve celestial signs. This provides a narrative and mechanical foundation for their identity.**
* **Key Examples:**
  + **The Aries-born: High initiative, impulsive energy, and physical resilience.**
  + **The Pisces-born: High intuition, fluid adaptability, and connection to the metaphysical.**
  + **The Leo-born: Natural presence, leadership qualities, and high-intensity output.**
* **Mechanical Role: The Zodiac sign provides the starting "Attribute" modifiers and a unique "Sign Ability" that can be triggered during play.**

## II. Character Classes: Real-World Vocations

**Instead of traditional high-fantasy archetypes (Fighter, Rogue, Mage), character roles are defined by Modern/Real-World Jobs. This creates a grounded or urban-fantasy atmosphere where expertise is derived from professional training.**

* **The Concept: Expertise is based on what a character did (or does) for a living. These classes determine a character’s skill set, starting equipment, and social standing.**
* **Class Categories (Examples):**
  + **The Academic: High knowledge-based skills, research capabilities, and specialized theory.**
  + **The Laborer: Physical stamina, technical "know-how," and practical problem-solving.**
  + **The Executive: Social manipulation, resource management, and organizational influence.**
  + **The First Responder: Crisis management, medical/tactical skills, and high-pressure composure.**
* **Mechanical Role: The Vocation provides a "Skill Package" and a "Professional Perk" that influences how the character interacts with the world’s systems.**

**Would you like me to expand on any specific sign or class before you save this, or should we move on to brainstorming those "non-static" attributes?**

**This summary captures the core mechanics and technical foundations we’ve established for your life-gamified RPG.**

## Project Overview: The Survival RPG

**Core Concept: A "Life-Gamified" RPG where the character is an extension of the player. The goal is to see if your real-world persona (represented by your stats) could survive in various historical time periods.**

### 1. The Attributes (The "New Recipes")

**Instead of traditional DnD stats, characters are defined by four pillars:**

* **Physical: Strength (Power), Fortitude (Stamina), Dexterity (Agility).**
* **Mental: Wisdom (Riddles/Complexity), Perception (Senses), Ingenuity (Creative Problem Solving).**
* **Social: Empathy (Emotional Intel), Composure (Calm under duress), Conviction (Persuasion/Negotiation).**
* **Worldly: Aura (Spiritual signature and external chance/luck).**

### 2. Character Creation & Stat Growth

* **No Dice: Stats are set through an "Interview" process (answering questions about real-life habits/traits).**
* **Habit Tracking: Real-world actions provide "Buffs."**
  + ***Example:* Reading 1 book grants +1 Temporary Wisdom for 28 days.**
  + ***The "Rule of 3":* If this habit is maintained (e.g., 1 book a month for 3 months), the point becomes Permanent.**
* **Separation of Concerns: The character sheet defines the *person*; the Era is selected when a specific game session begins, testing those personal stats against the threats of that time.**

### 3. Technical Foundation (Python)

* **Language Choice: Python is the primary language due to its strong logic handling and readability.**
* **Key Programming Concepts Used:**
  + **Classes (\_\_init\_\_): Used as a "blueprint" to build the character object.**
  + **Self: A reference within the code to ensure the program knows which character’s stats are being modified.**
  + **Dictionaries: Used to store attribute/value pairs for easy lookup.**
  + **Datetime Module: Used to track real-world time for temporary stat expiration (the 28-day rule).**
  + **Modular Era Logic: The game engine is designed to be "Era-Agnostic," meaning the same character can be plugged into a "Medieval Data Pack" or an "Industrial Revolution Data Pack."**

### 4. Python Code Prototype (Class Structure)

**Python**

**class Character:**

**def \_\_init\_\_(self, name):**

**self.name = name**

**self.attributes = {**

**"Strength": 10, "Fortitude": 10, "Dexterity": 10,**

**"Wisdom": 10, "Perception": 10, "Ingenuity": 10,**

**"Empathy": 10, "Composure": 10, "Conviction": 10,**

**"Aura": 10**

**}**

**self.wisdom\_streak = 0 # Tracks books for permanent gain**

**Next Step: When you are ready, would you like to draft the first five "Interview" questions that will determine the player's starting Physical and Mental attributes?**

**I cannot directly edit or "write" to your Google Doc file because my access via the extension is currently read-only. You will need to copy and paste the new sections manually to keep your master file updated.**

**To make that easy for you, I’ve organized the new content below into a clean format that matches the structure of your existing RPG System: Core Mechanics document.**

### New Section: The Interview & Attribute Baselines

**I. The 1-10 Attribute Scale**

* **Scale Range: 1–10 (Soft Cap).**
* **The Baseline (2): Represents the "Unencumbered Average." A modern person with a sedentary job and minimal social/physical exertion starts with 2s across the board.**
* **The Peak (10): Represents the absolute human limit for the current Era.**

**II. Aura & The "Safety Net" Mechanic**

**Aura is a unique Worldly attribute that acts as a buffer for failure.**

* **Usage: When a primary attribute check fails, a player may "Test their Aura."**
* **Mitigation: A successful Aura roll can prevent the negative consequences of a failed check (e.g., you don't solve the lock, but you don't break your pick either).**
* **Failing Upward: High Aura rolls on a failure can result in unexpected positive outcomes.**
* **The "Bad Luck" Floor (0-1): Characters with exceptionally low Aura suffer from "Critical Failure Magnets," where standard failures often escalate into fumbles.**

**III. The Initial Interview (First 5 Questions)**

1. **Fortitude: Based on weekly physical exertion and endurance habits.**
2. **Perception: Based on situational awareness and environmental scanning habits.**
3. **Strength: Based on comfort and frequency of heavy lifting.**
4. **Wisdom: Based on "Learning for Learning's Sake" and non-fiction consumption.**
5. **Aura: Based on the frequency of "gut feelings" and historical streaks of luck/coincidence.**

### New Section: Python Implementation Logic

***(Add this to your Technical/Coding notes section)***

**Python**

**# Updated Dictionary Structure for 28-day Habit Tracking**

**character\_stats = {**

**"Physical": {**

**"Strength": {"base": 2, "mods": []}, # mods list stores (value, expiry\_date)**

**"Fortitude": {"base": 2, "mods": []},**

**"Dexterity": {"base": 2, "mods": []}**

**},**

**"Worldly": {**

**"Aura": {"base": 2, "mods": []}**

**}**

**}**

**Would you like me to draft the specific "Sign Abilities" for the Zodiac signs next, so you can add those to the document as well?**

**Great. We have a functional skeleton for the character's capabilities now. Having those 9 Universal Skills creates a consistent language for all characters, while the 15 Custom Slots (5 per column) allow for the infinite complexity of real-world professions and hobbies.**

**To wrap up this section for your records, here is the finalized Abilities Table and the Anchor Rule as we've defined them.**

### The Abilities Table

| **Instincts (Innate)** | **Training (Vocal/Hands-on)** | **Scholarship (Academic/Theory)** |
| --- | --- | --- |
| **Alertness** | **Coordination** | **Research** |
| **Social Cues** | **Technique** | **Analysis** |
| **Intuition** | **Maintenance** | **Instruction** |
| ***[Custom Slot]*** | ***[Custom Slot]*** | ***[Custom Slot] (Anchor: \_\_\_)*** |
| ***[Custom Slot]*** | ***[Custom Slot]*** | ***[Custom Slot] (Anchor: \_\_\_)*** |
| ***[Custom Slot]*** | ***[Custom Slot]*** | ***[Custom Slot] (Anchor: \_\_\_)*** |
| ***[Custom Slot]*** | ***[Custom Slot]*** | ***[Custom Slot] (Anchor: \_\_\_)*** |
| ***[Custom Slot]*** | ***[Custom Slot]*** | ***[Custom Slot] (Anchor: \_\_\_)*** |

### The Customization Rules

1. **Universal Floor: Every character starts with a baseline in the first three skills of each column (determined by the Interview/Life-Gamified habits).**
2. **Custom Slots: These represent specialized life paths. A player defines the name of the skill based on their character's background.**
3. **The Scholarship Anchor: For any custom skill in the Scholarship column, the player must designate which of the 10 Attributes it "Anchors" to. This choice represents how that theoretical knowledge is applied in practice (e.g., *Medicine* anchored to *Dexterity* for a Surgeon, or *Medicine* anchored to *Wisdom* for a Diagnostician).**

### Next Steps

**Now that we have the Attributes (10 stats) and Abilities (3 columns) sorted, where should we go next?**

* **The Vocation Packages: We could define how a player's real-world job (First Responder, IT, Academic) automatically fills in some of those "Custom Slots."**
* **The Zodiac Influence: We can establish how the 12 Signs provide modifiers or unique "Sign Abilities" to these 1-10 scores.**
* **The "Habit" System: We can dive deeper into the Python logic for how a real-life habit (like going to the gym or studying) tracks that 28-day buff versus becoming a permanent point after 3 months.**

**Which area feels like the priority?**

**This Consolidated Project Summary serves as our "Master Blueprint." It documents all the core mechanics, math, and logical frameworks we have established for your life-gamified RPG system as of January 2026.**

## I. The Core Attributes (The 10 Pillars)

**Attributes are permanent base stats (Range 1–10). They are divided into three primary pillars, with Aura serving as an independent "Meta-Attribute."**

| **Physical Pillar** | **Mental Pillar** | **Social Pillar** | **Worldly (Meta)** |
| --- | --- | --- | --- |
| **Strength** | **Wisdom** | **Empathy** | **Aura** |
| **Dexterity** | **Perception** | **Composure** |  |
| **Fortitude** | **Ingenuity** | **Conviction** |  |

## II. The Ability Section (Columns & Universal Anchors)

**Abilities are proficiencies divided into three columns, each with its own resource pool. Every column has 3 Universal Skills with a "Home Base" anchor. Utilizing a skill outside its anchor costs 1 Resource Point.**

### Universal Skill Alignment Map

| **Pillar** | **Instincts (IP)** | **Training (TP)** | **Scholarship (SP)** |
| --- | --- | --- | --- |
| **Physical** | **Alertness** | **Coordination** | **Research** |
| **Mental** | **Intuition** | **Maintenance** | **Analysis** |
| **Social** | **Social Cues** | **Technique** | **Instruction** |

* **Custom Slots: Each column has 5 blank slots for specialized skills (e.g., "Firearms," "Ham Radio").**
* **The Anchor Rule: Players define which attribute "Anchors" their custom skills during creation.**

## III. Character Creation Flow (The Formulation)

### 1. Identity & Age Points

* **Birthday: Sets the Sun Sign (Fixed) and Age.**
* **Age Points: Players receive 1 Attribute Point and 3 Skill Points for every year of life after age 15.**

### 2. The Sun Sign (Birthright Weights)

**Each sign provides a "nudge" to the weighted percentages (Major: +3%, Minor: +1.5%). No two signs share the same Major/Minor fingerprint.**

| **Sign** | **Major / Minor** | **Sign** | **Major / Minor** |
| --- | --- | --- | --- |
| **Taurus** | **Physical / Mental** | **Gemini** | **Mental / Social** |
| **Aries** | **Physical / Social** | **Libra** | **Social / Mental** |
| **Capricorn** | **Physical / Social** | **Aquarius** | **Mental / Social** |
| **Sagittarius** | **Physical / Mental** | **Cancer** | **Social / Physical** |
| **Virgo** | **Mental / Physical** | **Leo** | **Social / Physical** |
| **Scorpio** | **Mental / Physical** | **Pisces** | **Social / Mental** |

### 3. The Foundation (Education & Environment)

**Players choose a path for their formative years (15–22). This accounts for education level without penalizing those who lacked formal schooling.**

* **Academic: Heavy Scholarship weight.**
* **Vocational: Heavy Training weight.**
* **Hard Knocks: Heavy Instinct weight.**
* **Service: Heavy Social/Physical weight.**

### 4. The Weighted Interview (G.O.A.T. Test)

* **20 Questions / 4 Answers each / 2 Attributes per answer.**
* **The 160-Hit Matrix: Each of the 10 attributes appears exactly 16 times to ensure perfect mathematical balance.**

### 5. History (Vocation & Avocation)

**Players list jobs and hobbies by duration. These act as heavy weighting blocks for specific attributes and custom skills.**

## IV. Habit Mechanics & Resource Management

### The 28-Day Cycle

* **Temporary Buff: Logging a real-world habit grants a buff for 28 days.**
* **Grace Period: A 5-day window to miss a habit without losing progress.**
* **Permanent Evolution: Maintaining a habit for 3 consecutive months (with grace periods) converts the temporary buff into a Permanent Attribute Point.**

### Maintenance & Readiness (Pool Levels)

**At the end of creation, the "Maintenance Check" determines starting IP, TP, and SP levels:**

* **Active (0–6 Months): 100% Pool.**
* **Rusty (6 Months – 2 Years): 50% Pool.**
* **Dormant (2+ Years): 0% Pool.**
* **Veteran Rule: Skills practiced for 5+ years retain a 10% floor (Muscle Memory).**

## V. Placeholders for Future Expansion

* **Moon Phases: Selectable "Inner Nature" traits that will provide utility perks (e.g., extending grace periods).**
* **Zodiac Abilities: Unique sign-specific perks to be defined.**

**Would you like me to start drafting the "Weighting Blocks" for your specific background (Police Officer, EMT, QA Engineering, Ham Radio) so we can see how they would mathematically populate your own character sheet?**

**This is the finalized Master Design Document. It integrates the four-pillar attribute system, the "Resume" logic, the exponential evolution math, and the snapshot/escrow mechanics.**

# THE LIFE-GAMIFIED SYSTEM: MASTER DESIGN DOC

## SECTION 1: THE FOUNDATION (Attributes & Pillars)

**The character’s "Engine" is built on four Pillars. Everything in the game is resolved by rolling 1d10 + Attribute.**

### I. The Physical Pillar (Linked to Training Pool - TP)

* **Strength: Raw physical power and the capacity to exert force.**
* **Fortitude: Physical stamina and endurance. (Primary Physical Defense)**
* **Dexterity: Agility, hand-eye coordination, and physical finesse.**

### II. The Mental Pillar (Linked to Scholarship Pool - SP)

* **Wisdom: Understanding complex ideas, art, literature, and whimsical riddles.**
* **Perception: Awareness of the environment. (Primary Mental Defense)**
* **Ingenuity: Creative problem-solving, invention, and lateral thinking.**

### III. The Social Pillar (Linked to Instinct Pool - IP)

* **Emotional Intelligence: Empathy; understanding the thoughts and emotions of others.**
* **Composure: Force of personality and calmness. (Primary Social Defense)**
* **Conviction: The ability to persuade, argue, and negotiate effectively.**

### IV. The Worldly Pillar

* **Aura: The character’s spiritual signature; influences environmental chance and luck. (Follows the Rule of 3 for emergency reserves).**

## SECTION 2: THE PROFESSIONAL LINEAGE (Vocation & Resume)

**The character's history acts as a gravity well for their starting stats and determines how they grow.**

### I. The 6-Month Filter

**Jobs held for less than 6 months are "Narrative History" (flavor only) and contribute 0% weight to attributes, unless a Technical Credential was earned during that time.**

### II. Recency Weighting (The Decay Bracket)

* **Current Vocation: 100% Effectiveness.**
* **Previous (0-5 yrs ago): 75% Effectiveness.**
* **Legacy (5-10 yrs ago): 50% Effectiveness.**
* **Dormant (10+ yrs ago): 25% Effectiveness.**

### III. The Resume & Synergy Logic

**Experience is cumulative. If two jobs share core attributes (e.g., Retail and EMT both weighting Emotional Intelligence), the years of experience stack. This is handled by the back-end to simplify the user experience.**

## SECTION 3: THE DAILY LOOP (Maintenance & Refills)

**Real-world actions fuel the game through the App/Accountant.**

### I. The Intensity Scale (The Conversation Test)

**Tasks are rated 1–10 based on objective system strain to determine the XP multiplier.**

* **1–2 (Passive): Can multitask easily. (1x XP)**
* **5–6 (Absorbed): Must stop task to answer a question. (2x XP)**
* **9–10 (Limit): Max physiological/mental output; requires recovery. (5x XP)**

### II. The Escrow System

* **Evolution XP: Granted immediately to the "Bank" for use on your birthday.**
* **Ability Pools: High-intensity real-world tasks refill spent IP/SP/TP. These points are "Escrowed" until the next session or an appropriate in-game rest period.**

## SECTION 4: THE BIRTHDAY ASCENSION (Evolution)

**Permanent attribute growth only occurs once per year on the player's birthday.**

### I. The Evolution Ladder (Exponential Cost)

**Moving from average to elite becomes increasingly difficult.**

* **1 → 2: 200 XP**
* **3 → 4: 1,000 XP**
* **5 → 6: 5,000 XP**
* **7 → 8: 35,000 XP**
* **9 → 10: 100,000 XP**

### II. The Accomplishment Multiplier (The Burst)

**Finishing a major project or class provides a one-time XP burst.**

* **Formula: $Project Hours \times Difficulty \times Aura$**

## SECTION 5: THE CAMPAIGN SNAPSHOT

**The "Master Profile" stays in the app, but is used in specific settings via Snapshots.**

* **The Freeze: A snapshot saves your status in a specific story, allowing you to stay in a "cliffhanger" while your real-life self continues to evolve.**
* **Temporal Drift: If a campaign is on hiatus for 14+ days, you can deposit up to 5 points into your active pools (+1 per 7 days) to represent passive sharpening.**
* **The "Doc Brown" Logic: Modern skills apply to any era through "Fundamental Principles." Storytellers set the DC based on the player's logical explanation.**

### Next Step

**Now that the master document is reconciled with your Pillar and Attribute definitions, we can move to the Vocation Library.**

**Would you like to start by defining the 3 Core Attributes for "Law Enforcement"? (Remember to pick from: Strength, Fortitude, Dexterity, Wisdom, Perception, Ingenuity, Emotional Intelligence, Composure, or Conviction).**