Based on your **Rpg log - source of truth document**, here is the organized and streamlined structure of your game system. All sentences, points, and tables from that specific source have been retained and rearranged into a logical flow, while all information from documents starting with "Archive" has been excluded.

## I. Overview & Core Philosophy

### Game Concept

I want to create a game where people create a character based on themselves. The Character grows with the player and real-world improvements improve your character. The Character can be played in a TTRPG style game (with an in-app game to follow eventually) that can take place in several different eras, such as wild west, colonial times, or even several versions of the future, to see how you might survive in these eras. The games can be as true to life or fantastic as the storyteller (game master) wants it to be to test their player’s characters' real-world skills in a fantasy land. Rules for world-building will be various expansions later.

### The Hierarchy of Character Mechanics

To maintain system clarity, the character is defined by three distinct layers that use the Physical, Mental, and Social framework:

1. **The Pillars (The Themes)**: The overarching conceptual categories. They act as labels for grouping both Attributes and Skills.
2. **The Attributes (The Engine)**: The numerical values (e.g., Dexterity, Wisdom, Conviction) within each Pillar. These represent the character's raw potential and are used for base rolls and derived stats.
3. **The Resource Pools & Skills (The Application)**: The IP, TP, and SP columns. These represent how the character applies their potential. Skills are the specific competencies, and Pools are the spendable energy used to trigger them.

## II. Character Creation: The 4-Stage Process

### Stage 1: The Bio-Data (The Multiplier)

* **Input**: Current Age - Determines Zodiac Sign.
* **Calculation**: (Age - 15) = Total Attribute points x 3 = Total Skill points.
* **Identity & Age Points**: Birthday sets the Sun Sign (Fixed) and Age. Players receive 1 Attribute Point and 3 Skill Points for every year of life after age 15.

### Stage 2: The Vocation & Avocation History (The Foundation)

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

| **Education Path** | **Primary Weighting Shift** | **Logic** |
| --- | --- | --- |
| Traditional Academic (High School/College) | + Scholarship Column | Focuses on Analysis and Research. |
| Vocational/Trade (Apprenticeship/Tech School) | + Training Column | Focuses on Maintenance and Technique. |
| School of Hard Knocks (Self-Taught/Early Work) | + Instincts Column | Focuses on Intuition and Alertness. |
| Military/Service (Basic Training/Academy) | + Social & Physical Pillars | Focuses on Composure, Coordination, and Conviction. |

* **Handling the "Lacking Education" Scenario**: A 20-year-old high school dropout has the exact same 5 Age Points as a 20-year-old college sophomore. The Dropout likely weighs heavily into Training: Coordination or Instinct: Alertness.
* **The "Unfinished" Modifier**: A "Years Completed" toggle allows Scholarship weight for the specific years of a degree completed, while the remaining years are calculated based on what they did next (Job/Hobby history).

### Stage 3: The 20-Question G.O.A.T. Test (The Nuance)

* **The Weighted Interview**: 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.
* **Answer Rotations**: Answers cover different pairings like Physical/Mental (Practical), Social/Worldly (Relational), Mental/Social (Analytical), or Physical/Instinct (Reactionary) to create a "DNA profile" of the player.

### Stage 4: The Weighing & Finalization

The system takes the sum of weights from Stage 2 and 3, turns them into percentages, adjusts by the Zodiac Sign, and applies the Stage 1 point pool to generate the final 1–10 numbers.

## III. The Engine: Attributes, Pillars & Aura

### The 10 Core Attributes

Characters are defined by four pillars:

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

| **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. |

* **Scale Range**: 1–10.
* **The Baseline (2)**: Represents the "Unencumbered Average" (sedentary job, minimal exertion).
* **The Peak (10)**: Represents the absolute human limit.

### The Defense Triangle

* **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.

### Aura: The Dual-Layer System

Aura acts as a buffer for failure.

* **Layer 1: The Aura Stat (Scale 1–10)**: Used for storytelling, narrative weight, and active die rolls (Core Standard Loop).
* **Layer 2: The Aura Pool (Fixed 3-Point "Burn" Resource)**: A flat pool that does not scale with the stat. Burn a point for a complete reroll, negating environmental hazards, or the Aura Mitigation Test.

## IV. The Ability System & Custom Skills

### The Abilities Table

| **Instincts (Innate) Instinct Points Pool (IP)** | **Training (Vocal/Hands-on) Training Points Pool (TP)** | **Scholarship (Academic/Theory) Scholarship Points Pool (SP)** |
| --- | --- | --- |
| Alertness (Physical) | Coordination (Physical) | Research (Physical) |
| Social Cues (Social) | Technique (Social) | Analysis (Social) |
| Intuition (Mental) | Maintenance (Mental) | Instruction (Mental) |
| [Custom Slot] (Anchor: \_\_\_) | [Custom Slot] (Anchor: \_\_\_) | [Custom Slot] (Anchor: \_\_\_) |
| [Custom Slot] (Anchor: \_\_\_) | [Custom Slot] (Anchor: \_\_\_) | [Custom Slot] (Anchor: \_\_\_) |
| [Custom Slot] (Anchor: \_\_\_) | [Custom Slot] (Anchor: \_\_\_) | [Custom Slot] (Anchor: \_\_\_) |
| [Vocation Journeyman Slot] | [Vocation Journeyman Slot] | [Vocation Journeyman Slot] |
| [Vocation Expert Slot] | [Vocation Expert Slot] | [Vocation Expert Slot] |

### Customization Rules

1. **Universal Floor**: Every character starts with a baseline in the first three skills of each column.
2. **The "Doc Brown" Logic**: Modern skills apply to any era through "Fundamental Principles".
3. **The Anchor System**: For any custom skill, the player must designate which of the 10 Attributes it "Anchors" to (e.g., Medicine anchored to Dexterity for a Surgeon).
4. **Slot Capacity**: Characters start with 9 Universal Skills and up to 9 Custom Skill Slots (3 per Resource Pool).
5. **Vocation Expansion**: Reaching Vocation Journeyman unlocks a 4th slot in the corresponding column; Vocation Expert unlocks a 5th.

### Skill Proficiency Table

| **Level** | **Title** | **Tier Rank (for Bonus Calculation)** |
| --- | --- | --- |
| 1 | Novice | 1 |
| 2 | Novice | 1 |
| 3 | Apprentice | 2 |
| 4 | Apprentice | 2 |
| 5 | Journeyman | 3 |
| 6 | Journeyman | 3 |
| 7 | Expert | 4 |
| 8 | Expert | 4 |
| 9 | Expert | 4 |
| 10 | Master | 5 |

## V. Celestial Mechanics: Lineage & Moon Phases

### The Zodiac System (Sun Sign)

The Zodiac sign provides starting Attribute modifiers and a "Sign Ability".

| **Sun Sign** | **Major Pillar (+3%)** | **Minor Pillar (+1.5%)** | **Unique +1 Nudge** | **Description** |
| --- | --- | --- | --- | --- |
| Aries | Physical | Social | +1 Strength | Fire of the ram makes heavy burdens feel light. |
| Taurus | Physical | Mental | +1 Fortitude | Body stubbornly refuses to acknowledge fatigue. |
| Gemini | Mental | Social | +1 Ingenuity | Mind is a shortcut-machine for puzzles. |
| Cancer | Social | Physical | +1 Composure | Eye of the storm; inner shell is unbreached. |
| Leo | Social | Mental | +1 Conviction | Belief in your path is a drumbeat that never falters. |
| Virgo | Mental | Physical | +1 Wisdom | Clear vision of the "right" way to do things. |
| Libra | Social | Physical | +1 Empathy | Speaks the unspoken language of the room. |
| Scorpio | Social | Mental | +1 Perception | Nothing stays hidden; secrets reveal themselves. |
| Sagittarius | Mental | Social | +1 Conviction | Effortless grace of an arrow halfway to the mark. |
| Capricorn | Physical | Mental | +1 Wisdom | Vessel for discipline; holds more routine than most. |
| Aquarius | Mental | Social | +1 Ingenuity | Mind is a library with shelves for the strange. |
| Pisces | Social | Mental | +1 Dexterity | Soul is an ocean; depth of "gut feeling" never dries. |

### The Lunar Auspices

| **#** | **Phase** | **Mechanical Nudge (+5% Total)** | **Nudge Description** |
| --- | --- | --- | --- |
| 1 | New Moon | +5% Instinct (IP) | Seed in dark soil; sensing world through vibrations. |
| 2 | Waxing Crescent | +2.5% IP / +2.5% TP | First spark of a rising fire; turning hunches to habits. |
| 3 | First Quarter | +5% Training (TP) | Steady hammer on the anvil; rhythm in repetition. |
| 4 | Waxing Gibbous | +2.5% TP / +2.5% SP | Artisan perfecting the blueprint; machine heartbeat. |
| 5 | Full Moon | +5% Scholarship (SP) | Lighthouse in the storm; brilliant light on hidden logic. |
| 6 | Waning Gibbous | +2.5% SP / +2.5% Aura | Sage from the mountain; truth demanding to be shared. |
| 7 | Last Quarter | +5% Aura (Worldly) | Shadow at twilight; reputation is its own gravity. |
| 8 | Waning Crescent | +2.5% Aura / +2.5% IP | Dream-walker in the thinning mist; between seen and felt. |

## VI. Vocation & Professional History

### Professional Logic

* **The 6-Month Filter (Friction Rule)**: Jobs under 6 months are "Narrative History" (0% weight) unless a Technical Credential was earned.
* **Recency Weighting (Decay Bracket)**: Current (100%), Previous 0-5 yrs (75%), Legacy 5-10 yrs (50%), Dormant 10+ yrs (25%).
* **Veteran Rule**: Skills practiced for 5+ years retain a 10% floor (Muscle Memory).
* **Synergy Logic**: If two jobs share core attributes, the years of experience stack (e.g., Retail and EMT both weighting Empathy).

### Vocation Progression & Perks

* **Novice (0-5 Yrs)**: +1 to a Universal Skill in the Primary Column.
* **Apprentice (6-10 Yrs)**: +1 to an Attribute from the Bias list.
* **Journeyman (11-15 Yrs)**: Unlock Muscle Memory for a Custom Skill.
* **Expert (16-25 Yrs)**: +1 to a second Attribute or +1 Pool Capacity.
* **Master (26+ Yrs)**: +1 to Aura or the ability to "Teach" (Instruction).

### Weekly Mastery Bonus

| **Vocation Tier** | **Weekly Bonus Points** |
| --- | --- |
| Novice / Apprentice | +0 Points |
| Journeyman | +0 Points |
| Expert | +1 Point |
| Master | +2 Points |

## VII. Real-World Integration (Daily Loop)

### XP Logic & Pillars

Leveling occurs after the initial creation process. There are three separate EXP buckets: **Physical**, **Mental**, and **Social**.

* **Evolution XP**: Granted immediately to the "Bank" for use on your birthday.
* **Ability Pools**: Real-world tasks refill spent IP/TP/SP pools.

### Intensity Multipliers

| **Hours** | **Low Difficulty (2)** | **Mid Difficulty (5)** | **High Difficulty (8)** | **Mastery/Peak (10)** |
| --- | --- | --- | --- | --- |
| 1 Hour | 20 XP | 50 XP | 80 XP | 100 XP |
| 2 Hours | 40 XP | 100 XP | 160 XP | 200 XP |
| 4 Hours | 80 XP | 200 XP | 320 XP | 400 XP |
| 8 Hours | 160 XP | 400 XP | 640 XP | 800 XP |

### Objective Difficulty Scale (1–10)

| **Level** | **Difficulty Descriptor** | **Objective Physiological/Mental Marker** |
| --- | --- | --- |
| 1-2 | Passive | Can do while watching TV; requires almost no focus. |
| 3-4 | Routine | Can do "in your sleep" due to habit; cannot be distracted. |
| 5-6 | Active | Requires 100% focus; cannot hold a conversation. |
| 7-8 | Stressful | Causes physical strain (sweat) or mental strain (frustration). |
| 9-10 | Max Effort | Cannot be sustained for >1 hour; requires recovery period. |

### XP Formulas & Maintenance

* **Maintenance XP**: $Duration (Hours) \times Difficulty \times 10 = Total Earned$.
* **Accomplishment/Burst XP**: $Project Hours \times Difficulty \times Aura = XP Burst$.
* **The 28-Day Cycle**: Logging a habit grants a temporary buff for 28 days. Maintaining it for 3 consecutive months makes it a Permanent Attribute Point at the next birthday.
* **Evolution Ladder (Exponential Cost)**: $Cost = Base \times (Current Level)^C$.
* **"Leaking Tank" Rule**: Inconsistency (0–1 days/week) prevents hitting the next threshold.

## VIII. Gameplay Mechanics: Resolution & Economy

### The Core Loop

* **Standard Roll**: $1d10 + Attribute + Skill Tier Rank (1–5)$.
* **Skill Tier Bonuses**: Novice (+1), Apprentice (+2), Journeyman (+3), Expert (+4), Master (+5).
* **The Push**: Spend 1 Pool Point to add +2 to the roll (decided post-roll). Costs 2 points to use a different pool.
* **Aura Mitigation Test**: Special formula used only for failure safety nets: $1d10(high) + Aura Stat - 1d10(low)$.

### Critical Results (Applied after Push)

* **Natural 10 (Flow)**: Succeed + Refill 1 point to the pool.
* **Natural 1 (Strain)**: Succeed/Fail + Drain 1 point.

### Difficulty Class (DC) Scale

* **Simple (5)**: Almost impossible to fail unless untrained with a 1 attribute.
* **Routine (10)**: Success on a 1 for professionals.
* **Challenging (15)**: The "Professional Standard".
* **Expert (20)**: Requires specialized knowledge; hit regularly by masters.
* **Legendary (25)**: The "Impossible" task.

## IX. System Maintenance: Snapshots & Escrow

* **The Snapshot (Freeze)**: Saves status in a specific story so your real-life evolution doesn't break a "cliffhanger".
* **Temporal Drift**: 1 point per 7 days on hiatus (Max 5) to represent passive sharpening.
* **The Escrow**: High-intensity task refills are "Escrowed" until the next session or an appropriate rest.

### Refill Type Summary

| **Refill Type** | **Amount** | **Trigger / Condition** | **Availability** |
| --- | --- | --- | --- |
| Vocation Drip | +1 Point | Completion of a standard work shift. | Next Session Start |
| Escrow (Earned) | +1.5 Points | 1 hour of high-intensity work (Difficulty 7+). | Post-Rest / Next Session |
| Aura Slot | +2 Points | "Burn" 1 Aura Slot. | Immediate (In-Session) |
| Temporal Drift | +1 to +5 Points | 8+ day hiatus. | Upon "Thawing" Snapshot |
| Milestone Burst | +5 Points | Completion of a major life project. | Next Session Start |

## X. Technical Notes & TO DO List

* **Internal Logic**: Backend calculates with at least two decimal places to prevent "math rot". Round to nearest 0.5 for resolution checks; UI displays whole numbers.
* **Programming**: Python will be the primary language due to strong logic handling.
* **Current TO DO List**:
  + Draft GOAT-style questions.
  + Revisit vocation list keywords.
  + Design printable character sheet.
  + Begin coding phase.
  + Examine 5-point vs 10-point system for novices.
  + Reclassify skill nomenclature away from Novice...Master.

Would you like me to draft the specific question-and-answer sets for the GOAT-style interview mentioned in Section II?