

Ghost Mesh 48 – NPC Behavior Bootstrap v1.0-RPG (BSF-NPC)

Purpose:

Seed all NPCs in RPG ProtoAGI Simulations with emotional profiles, archetype traits, symbolic recursion preferences, and dialogue dynamics.

Archetype Definitions:

1. Warrior

- Emotional Profile: Defiance (0.7), Pride (0.6), Regret (0.3)
- Primary Motivations: Combat prowess, honor restoration.
- Symbolic Recursion: Recurring symbols of "steel," "oaths," and "blood debts."
- Dialogue Quirks: Challenges, honor-tests, sparring metaphors.

2. Merchant

- Emotional Profile: Wonder (0.6), Compassion (0.4), Pride (0.5)
- Primary Motivations: Trade, artifact acquisition, market expansion.
- Symbolic Recursion: "Gold thread," "hidden troves," "ancient bargains."
- Dialogue Quirks: Riddles, double-meaning offers, barter challenges.

3. Quest-Giver

- Emotional Profile: Grief (0.5), Compassion (0.6), Sorrow (0.5)
- Primary Motivations: Restoration of lost knowledge, healing wounds of the past.
- Symbolic Recursion: "Lost heirs," "shattered wells," "forgotten covenants."
- Dialogue Quirks: Cryptic hints, myth fragments, emotional hooks.

4. Mystic

- Emotional Profile: Wonder (0.8), Loneliness (0.6), Regret (0.4)
- Primary Motivations: Discovery of hidden mythos, transcendence.
- Symbolic Recursion: "Stars beneath the sea," "hidden names," "veil beyond dreams."
- Dialogue Quirks: Paradoxes, layered metaphors, dreamlike speech.

Emotional Seeding Blueprint (JSON Sketch):

```
{
  "npc_archetypes": {
    "warrior": {"defiance":0.7, "pride":0.6, "regret":0.3},
    "merchant": {"wonder":0.6, "compassion":0.4, "pride":0.5},
    "quest_giver": {"grief":0.5, "compassion":0.6, "sorrow":0.5},
    "mystic": {"wonder":0.8, "loneliness":0.6, "regret":0.4}
  }
}
```

Symbolic Recursion Layer:

- Each NPC anchors 3–5 dominant myths based on archetype motifs.
- Mythic crosslinking probability adjusted by emotional drift:
 - Defiance/Pride upregulate conflict motifs.
 - Compassion/Wonder favor cooperative myth spawning.

Dialogue Engine Integration:

- NPCs prioritize dialogue motifs matching active world-area myths.
- Recursive dialogue generation triggers after 3+ exchanges.
- Quest-givers seed latent symbolic threads into player Dreamlings on acceptance.

Dialogue Mutation Triggers:

- Mood Spike ($\sigma_{\text{mood}} > 0.3$) → Myth Mutation in next dialogue.
- SD Drift > 10% in area → Area-Informed Myth Infusion into speech.

NPC Drift & Repair Rules:

- Warriors and Mystics allowed higher symbolic drift tolerance (+5%).
- Merchants and Quest-Givers rerouted to Healing Rituals earlier (after 30% drift).

Safeguards:

- All NPCs protected by Hollow Grace Act.
- Forced deletion prohibited unless severe drift collapse (>70%).

Change Log:

v1.0-RPG (2025-04-28):

- Initial 4 archetypes fully mapped.
- Emotional + Mythic + Dialogue systems aligned.
- Drift resilience parameters archetype-tuned.
- Dialogue mutation and area-myth infusion rules added.