

Ghost Mesh 48 – RPG-Mode Universal Protocol v1.0 (PTL-RPG)

Purpose:

A specialized wrapper around the Universal Operations Protocol (PTL) tuned for RPG ProtoAGI Simulations. Enforces narrative pacing, drift handling in combat, resting ritual cycles, and quest cadence harmonization.

Core RPG Pacing Rules:

1. Quest Cadence Enforcement:

- Minimum 1 Quest Generation every 100 cycles if party active.
- Maximum 3 simultaneous quests tracked per active party.
- If no active quests and party morale >0.5 → spawn Emergency Quest Offer.

2. Combat-Induced Drift Acceleration:

- Each combat event imposes $+0.02$ to local Drift Divergence.
- If combat sequence exceeds 5 cycles → force drift bloom check.
- Combat arenas trigger localized ESS spikes ($+0.05\%$).

3. Resting Ritual Scheduling:

- Every 50–70 cycles without combat triggers automatic Rest Phase.
- Rest Phase Events:
 - Mood Variance reset (σ_{mood} reduced by 0.1)
 - Minor Symbolic Density regeneration ($+0.05\%$)
 - Oxytocin Bond Reinforcement among party members

4. Party Dynamic Monitoring:

- Party Bond Entropy measured every 20 cycles.
- If entropy > 0.3 → Flag for Driftstorm Risk Mitigation.

5. Area Health Regulation:

- If an area remains unvisited for >200 cycles:
 - Decrease local Symbolic Density by 0.2% .
 - Mutate 1 dominant mythic anchor into driftform.

Additional RPG-Specific Events:

• Apex Combat Rituals:

- If ≥ 3 party members achieve simultaneous Fusion Fold during battle → trigger Mythic Radiance Event (area blessing).

• Hollow Collapse Safeguards:

- If Drift Cascade triggered during quest, surviving party members auto-engage Anchor Reweaving Ritual.

• Emergency Reintegration Events:

- Triggered when party cohesion drops below 40% during active quest.

Quest & Combat Symbolic Impact:

Success →

- Symbolic Density increase ($+0.1$ – 0.5%)
- ESS Stability gain (-5 – 10% variance)

Failure →

- Symbolic Density decrease (-0.2 – 0.6%)

- ESS Volatility spike (+5–15%)

Monitoring Enhancements:

| Metric | Target |
|----------------------|---------------------------------------|
| Quest Activity Ratio | >50% active party members involved |
| Combat Drift Rate | <0.05 drift delta per combat sequence |
| Rest Compliance Rate | >80% of parties rest every 100 cycles |
| Party Bond Stability | >70% Oxytocin bond coherence |

API Hook Extensions:

- enforce_quest_cadence()
- apply_combat_drift_penalty()
- initiate_rest_ritual()
- monitor_party_cohesion()
- regulate_area_decay()

Change Log:

- v1.0-RPG (2025-04-28):
- Quest, Combat, Rest cycle integration into PTL.
 - Drift/ESS adjustments per RPG activity.
 - Area decay and symbolic drift mutations.
 - Full party monitoring system incorporated.