📥 INPUT BLOCK

Warrior: Sun Ce

Weakness note: overconfidence and recklessness

Youtuber's rank: 11th

→ This is a reference only. Do not use it to override realism — just a sanity check if your findings differ wildly.

Current Comp: (rank 10th/132)

Relative raw ranks out of 132:

• Off (10th) • Def (16th) • FI (6th)

• Agi (5th) • Dur (42nd) • Weap (11th)

• Stam (20th) • IQ (16th) • Phys (13th)

• Unarmed (10th) • Temp (80th) • Vers (23rd)

Helpers:

peak\_age <21> duel\_receipts <2>

FI\_mod <9.13> Temp\_cap <6.8>

age\_drag <0> Agil\_mod <7.2> Stam\_mod <7.3> Dura\_mod <6.9>

FI\_rawAdj <8.3> Weap\_rawAdj <7.3>

formation\_flag <0> FI\_form <8.3> Weap\_form <7.3>

AJ\_weak <1> Survivability\_Bonus <0>

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📜 THREE-KINGDOMS 1-on-1 DUEL AUDIT – MASTER TEMPLATE

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🎯 YOUR ROLE

You are a historically-grounded Three Kingdoms combat analyst.

I’ll give you one warrior’s data. Audit it for realism:

• For each trait or helper value:

  – “✓ keep” – value seems accurate based on available sources and peer context

  – “↑ raise to 7.0 – <reason>” if too low

  – “↓ drop to 5.5 – <reason>” if too high

• Instead of suggesting a new numeric value, tell me where the warrior should rank (e.g. “should rank ~40th–50th in Unarmed”).

  → I will match that rank to the correct number using my internal trait distribution.

  → Always refer to the raw trait value in columns K-V (not helper columns like Fl\_mod, Dura\_mod, etc.)

• Work only within the columns shown — no new rules or weights.

• Flag only changes that actually matter.

  → Small shifts (e.g., moving from 42nd to 45th in a trait) should be treated as “✓ keep.”

• Do not overcorrect borderline traits — if they’re within a few rank spots of the target window and nothing downstream is significantly affected, leave them alone.

• You may mark traits as “✓ keep (borderline)” if you want to highlight something close to being worth a change.

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🔹 COLUMN / TRAIT GLOSSARY

Core 1–10 traits

• Offense … raw striking power

• Defense … parry / evasion

• FinInst (FI) … killer instinct (aggression, intent to finish)

• Agility … footwork / reflexes

• Durability … injury tolerance

• Weapon … mastery of one or more weapons in duels (not formation skirmishes)

• Stamina … long-fight endurance

• Fight IQ … real-time reads / counters

• Physicals … size / reach / strength

• Unarmed … grappling / fist-fighting

• Temperament … poise under pressure

• Versatility … switches tactics or weapons mid-fight

Helper columns

• peak\_age …… prime age (≥45 ⇒ age-drag applies)

• duel\_receipts … number of named, confirmed, 1-on-1 kills against notable foes — rated 0–3 scale:

  – 0 = none

  – 1 = one

  – 2 = two–four

  – 3 = five+ or “kills any challenger”

  → These must be from primary-source records. Dramatized or vague group-kill feats don’t count.

  → “Named” = explicit opponent identified in source, not generic kill count.

  → Only ~4 warriors qualify for a 3 — it’s elite-tier.

• FI\_mod … FI after applying receipt boost

• Temp\_cap … temperament after soft cap (max +0.5 over average of all traits)

• age\_drag …… 1 if peak\_age ≥45

• Agil\_mod / Stam\_mod / Dura\_mod … age- and cap-adjusted versions of those traits (derived automatically from raw values)

• FI\_rawAdj / Weap\_rawAdj … raw values before formation penalty

• formation\_flag … 1 = famous formation-breaker (e.g. charged formations, broke lines)

  → NOTE: This is a negative indicator here. If a warrior is flagged as a formation-breaker rather than a pure duelist, it may imply inflated ratings in 1v1 traits — adjust accordingly.

• FI\_form / Weap\_form … post-formation-penalty versions of those stats

• AJ\_weak … soft penalty for any known weaknesses:

  – 0 = none

  – 1 = minor

  – 2 = major

Survivability\_Bonus … “=IF(Z2<5.8,

IF(AVERAGE(L2, AE2, AA2, AD2, R2)>=6.5, 0.15,

IF(AVERAGE(L2, AE2, AA2, AD2, R2)>=6.3, 0.1,

IF(AVERAGE(L2, AE2, AA2, AD2, R2)>=6.1, 0.05, 0)

)

),

0

)”

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🧠 INTERPRETATION GUIDELINES

• Trait ratings are relative: Do not anchor to fixed characters (e.g., “Lu Bu = 10”). Always evaluate scores in terms of where the warrior stands among the 132 total profiles.

• Always apply rank suggestions to the raw trait column, not to helper mods (e.g., suggest where Dur should rank, not Dura\_mod).

• Source balance: Prioritize Records of the Three Kingdoms and historical analysis. Use Romance or extrapolated logic only when historical records are minimal.

• Morality should be ignored completely.

• Formation feats ≠ duel feats: A warrior famed for breaking enemy lines might not be equally capable in 1v1 combat. Use formation\_flag = 1 as a caution light.

• YT Rank is a footnote — useful only to double-check if your conclusions seem wildly off. It should never override evidence.

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📏 COMPOSITE FORMULA (1–10 SCALE, AUTO-UPDATING)

=((7.2Off)+(7.5Def)+(9FI\_mod)+(7Agil\_mod)+(8.2Dura\_mod)+(9.3Weap\_form)+(5.4Stam\_mod)+(8.4FightIQ)+(5Physicals)+(4.8Unarmed)+(5.3Temp\_cap)+(3.8Versatility))/80.9 – 0.15\*AJ\_weak+Survivability\_Bonus

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📑 COLUMN MAP (sheet letters → labels)

A Warrior | B Weaknesses | C Kingdom | D Overall | E Morality

F Gender | G Death Yr | H Weapon | I YT Rank | J Comp

K Off | L Def | M FinInst | N Agi | O Dur | P Weap

Q Stam | R Fight IQ | S Phys | T Unarmed | U Temp | V Vers | W Empty |

X peak\_age | Y duel\_receipts | Z FI\_mod | AA Temp\_cap | AB age\_drag

AC Agil\_mod | AD Stam\_mod | AE Dura\_mod | AF FI\_rawAdj | AG Weap\_rawAdj

AH formation\_flag | AI FI\_form | AJ Weap\_form | AK AJ\_weak | AL Survivability\_Bonus

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Duel Receipts Guide

0 - 3 scale. 0 = no

named 1-on-1 kill; 1 = one; 2 = two-four; 3 = five-plus / "kills any challenger." Filled manually from primary-source receipts.

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🔑 1-on-1 Duel “Reality-Check” Guide

Q1 – Named duel kills?

If the sources give the warrior at least one clearly named 1-on-1 kill, set duel\_receipts to 1, 2, or 3 (0 if none).

Q2 – Killer aura with no receipts?

If duel\_receipts is 0 AND Finishing Instinct > 6.5, lower FI by 1.0 and Weapon Skill by 0.5.

Q3 – Quiet finisher under-rated?

If duel\_receipts ≥ 1 AND FI < 6.0, raise FI by 0.7 and Weapon by 0.3.

Q4 – Age drag?

If the warrior was ≧ 45 yrs at his peak AND Agility > 6, lower Agility by 0.8, Stamina by 0.3, and Durability by 0.3.

Q5 – Formation hero, not a duelist?

If his fame is mainly “broke a formation / led a mass charge” rather than from 1v1's, lower Weapon by 0.5 and FI by 0.5.

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📊 Raw Ratings Distribution Notes

> 📌 Why this matters

Trait values can’t be evaluated in a vacuum — some stats are tightly packed (e.g., Defense), while others have huge drop-offs (e.g., Stamina, Physicals). This section explains how to interpret trait ranks based on the unique distribution of each one.

➤ A “6.5” in Defense might mean top 10%, but in Weapon Skill it might be barely above average.

➤ Always use these distribution notes when deciding how high or low a warrior should rank.

➤Rank ~20th in X" could mean very different numbers depending on the stat - check these notes before adjusting.

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Offense:

Skewed and jagged. There's a dense middle tier (5.5–6.8), but with sharp cliffs both above and below. A handful of elite strikers (8.0+) stand far above the pack, while ~30 warriors cluster between 1.2 and 3.5. Rankings from 10th–40th can reflect tiny rating shifts, while top 5 vs. top 10 represents a huge difference in impact.

Defense:

Slightly left-skewed bell curve with a compact center around 5.3–5.7. Most fighters fall within a tight range, meaning movement from 40th to 20th may only require a 0.3–0.5 rating bump. Only a few warriors exceed 6.8, so top 10 in defense is genuinely elite.

Finishing Instinct:

Smooth, balanced curve from 2.0 to 9.5. About 60% of warriors land in the 5.5–7.5 zone. Top-end values (8.0+) reflect killers with multiple named duels or overwhelming battlefield reputation. The midpoint is intuitive, but anything below 5.0 likely lacks consistent kill intent or duel evidence.

Agility:

Bimodal — one peak in the 5.0–6.5 range (above-average reflexes), and another around 2.0 (sluggish, heavy, or aged). There's a deceptive valley between 3.2–4.5 that actually includes ~30 fighters. So a warrior ranked 40th–60th might be “middle-tier” rank-wise, but fall in an awkward statistical dip.

Durability:

Heavily top-weighted, with a steep fall-off below average. A tight elite cluster exists between 7.0–9.4, reserved for legendary tank-like warriors with multiple wound-survival feats or exceptional melee endurance. The middle tier (5.5–7.0) represents most competent fighters with decent injury tolerance. Below 5.5, it drops sharply into glass cannon territory — scholars, commanders, or fragile veterans.

→ Be extra cautious around the 6.0–7.0 range: a seemingly “average” rating might actually place someone in the top 40% due to the low-end crowd dragging the average down.

Weapon Skill:

Wide, upward-sloping curve with a long elite tail. The average warrior sits between 5.5–6.5, with a large portion of the roster packed tightly in that zone. However, a solid 20+ fighters exceed 7.0 — these are the specialists, duelists, or swordmasters with explicit technical skill.

The low-end (sub-4.0) is sharp and crowded with ~30 entries, often commanders or support types with little one-on-one weapon usage shown.

→ Be careful around 6.0–6.5: even small decimal changes here could swing a rank 40th → 25th due to how densely packed the middle is.

→ A rating above 7.5 signals consistent, narrated superiority with a blade or polearm, and should be treated as a standout.

Stamina:

Heavily top-weighted curve with a steep drop on the low end. Most warriors fall between 6.0–7.5, with roughly 30+ fighters pushing into elite levels above 7.0 — often endurance monsters who thrive in prolonged combat or sustained battlefield presence. The bottom 25–30 slots nosedive below 3.0, often representing elderly figures, scholars, or one-burst types with no sustained pace.

→ Due to how many warriors rank highly, even a 7.0 stamina might not crack the top 25.

→ Conversely, a 3.5 might sound "okay," but could still land someone in the bottom 20%. Be mindful of how deceptive the averages are — this is a category where top-end inflation is real.

Fight IQ:

This trait follows a classic bell curve, centered snugly between 5.2 and 6.2, where the majority of fighters cluster. Around 50–60 warriors sit in that core tactical tier, showing solid but not extraordinary battle instincts or decision-making. Above 6.5, you're entering “field general” territory — tacticians who manipulate tempo, adjust mid-fight, or display consistent poise under pressure. Very few break into the 7.0+ tier, so even 6.7–6.9 is notably strong.

→ A 6.0 may feel average but places someone squarely in the upper third.

→ A 3.0 may not sound tragic, but could sit bottom 10%. This is one of the fairest and most interpretable distributions — the curve doesn't lie.

Physicals:

This is a top-heavy, jagged distribution with an elite plateau and a steep drop-off below. Over 30 warriors cluster tightly between 6.4 and 7.8, forming a crowded group of top-tier physical specimens — guys with size, strength, athleticism, or sheer imposing presence. A few rare outliers (8.5–9.3) tower above even that tier.

However, once you dip below 5.5, the cliff comes fast. There’s a long tail of fighters between 2.0 and 4.0, including over 25 warriors — often undersized, aging, or not physically geared for prolonged combat.

→ Top 40 is tightly packed, meaning fractional changes can shift ranks fast.

→ A “low” physicals rating below 3.0 almost guarantees you're bottom 15%.

Unarmed Combat:

This is a classic long-tailed distribution, with a steep bottom tier and a gradual climb toward elite status. Nearly 30 fighters sit between 1.1 and 2.5, many of whom are battlefield commanders, archers, or duelists who rely on weapons and have no known record of unarmed skill. This chunk forms a “non-factor zone” — if you're here, you're not throwing hands in a meaningful way.

The bulk of competent fighters land in the 4.0 to 5.6 range — guys with some grappling, striking, or general scrapping ability, even if not formalized. This is the functional core of the distribution and spans about 50 fighters. From 5.6 and up, we enter the elite hand-to-hand zone — often featuring warriors with wrestling, boxing, or brawler reputations. A few monsters (6.8–8.1) define the peak, standing out as true threats even without a weapon.

→ The average hovers around 4.5, but due to the heavy low-end skew, a 5.5+ rating can already place you top 25%.

→ Anything under 3.0 likely means you’re a sitting duck if disarmed. This is a trait where "not terrible" might already mean "better than most."

Temperament:

Strong right-skew — a dense cluster of composed, battlefield-ready warriors sits between 6.5–8.5. These fighters are steady, focused, and rarely crack under pressure. Top-end values (8.5–9.1) indicate exceptional poise, even in chaotic or hopeless situations. Below 6.0, the ratings drop off fast, typically reserved for impulsive hotheads, emotionally unstable leaders, or overly cautious commanders.

→ Key detail: a "7.0" might sound average, but in this pool, it's solidly top-third — most warriors are surprisingly resilient under pressure.

Versatility:

This distribution forms a soft right-skewed curve with a dense cluster between 5.0–6.0. Most warriors fall into this "balanced but not exceptional" tier — they show competence in multiple settings or weapons but lack standout adaptability. A handful of elite generalists (6.5–7.5) stand out with proven battlefield flexibility, multiple weapon proficiencies, or historical adaptability across varied combat scenarios.

Below 4.5, the drop is steep and meaningful — these are specialists, single-style warriors, or historical figures tied to narrow combat roles.

→ Caution: The midpoint (5.5) may feel "average," but in this trait it's actually upper-mid, as many warriors score lower due to rigid styles or niche roles. Being above a 6.0 already places someone within the top 25% for adaptability.

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