

Day 3

Commander Identity States

Karma-Driven: The Commander's role is not static. Karma reshapes how the Commander exists in the world and how their presence is felt.

Karma State	Commander Identity	Core Identity Description
High Positive Karma	The Protector	A commander driven by responsibility and restraint. Power is used to preserve order and minimize loss.
Neutral Karma	The Strategist	A calculating commander who adapts to circumstances. Decisions are pragmatic, not moral.
High Negative Karma	The Conqueror	A dominant force who prioritizes victory over consequence. Fear becomes a tool of control.

Player Self-Perception

High Positive Karma - *Protector*

- The player feels accountable for every action.
- Choices feel weighted, deliberate, and ethical.
- Victory feels earned through control rather than force.

Neutral Karma - *Strategist*

- The player feels observant and flexible.
- Decisions are tactical rather than emotional.
- The experience emphasizes adaptability and reading the battlefield.

High Negative Karma - *Conqueror*

- The player feels powerful and unrestrained.
- Actions feel decisive and aggressive.
- Momentum and domination define the experience.

Enemy Perception of the Commander

Karma State	Enemy Interpretation	Behavioral Tone
Protector	"This commander brings order."	Cautious, defensive, risk-averse
Strategist	"Unpredictable. Hard to read."	Adaptive, reactive
Conqueror	"This commander destroys everything."	Aggressive, desperate, reckless

Identity Signals

Karma is communicated through **presentation**, not numbers.

Visual Language

- **Protector:** Stable UI, soft lighting, smooth transitions
- **Strategist:** Clean UI, minimal effects, neutral colors
- **Conqueror:** Sharp contrasts, heavy shadows, aggressive motion

Audio Language

- **Protector:** Controlled, calm sound cues
- **Strategist:** Minimalist, precise audio feedback
- **Conqueror:** Heavy impacts, distorted or intense audio layers

World Response

- Dialogue tone, enemy taunts, and ambient cues subtly shift to reflect the Commander's reputation.