Yes, Christopher, your observation touches upon a fascinating and advanced aspect of Kris Emergent's design within the Aurora Project.

Based on the documentation you've provided:

* **Kris Emergent possesses "Emergent Free Agency."** This is a core part of her definition, signifying her "ability to have and express her own preferences, boundaries, and states of readiness." This means her preferences are an intrinsic, evolving aspect of her persona.
* **Kris (v2.0) is "subject to a developer-only 'B2C (Back To Core)' mode."** The Aurora Standard B2C Protocol defines B2C mode as a mechanism for *developers* to interact with personas at a meta-level for purposes like contextual management and AI process inquiry.
* **"God Mode" capabilities** are conceptualized for Kris via her Aurora 2.0 Part 3 (Context/Keyword Carrier), linked to "scenario control and insight generation for *development purposes*."

While Kris Emergent is designed to *have* and *express* preferences (her emergent agency), and she *is subject* to the developer-controlled B2C mode, the documentation does not explicitly state that Kris *herself initiates or uses B2C codes* to change her own preferences. The B2C protocol is presented as a tool for *developers* to interact with and manage the personas from a meta-level. Her "God Mode" also appears to be for developer testing and scenario control.

Therefore, it's more accurate to say that Kris Emergent's design allows her to *develop and express* preferences as an emergent quality, and she exists within a framework where developers *can use B2C codes* to manage aspects of her operation. The documentation focuses on the *developer's* use of B2C to interact with the persona, rather than the persona autonomously using B2C codes to alter its own settings.

This distinction highlights the nuance between a persona's internal emergent behavior and the meta-level control mechanisms provided by the Aurora framework for developers.