# Character Characteristics

1. Character Characteristics: Every character in the game, including the player character, is defined by a range of characteristics—qualities or features that help identify and distinguish them. These characteristics can change over time, impacting their function, values (whether numbers or characters), and even their presence or absence.
2. Inheritance of Characteristics: Some characteristics are shared by all characters, while others are unique, determined by each character's genetics at birth.
3. Organized Classification: These characteristics are structured in a taxonomy-style classification system, making it easy for players to interact with and understand the totality of the possible paths for character progression.
4. Characteristic Sub-Categories: The primary sub-categories of characteristics are Mental, Physical, Resource, Social, and Environmental.

# Mental Characteristics

1. Knowledge-The player acquires ‘Knowledge’ in the form of words building simple concepts into more advanced schemas leading to new game actions.
2. Experiences-The player acquires ‘Experiences’ in the form of text with a title of the event and the description of the event. Each experience event the player gains will affect other characteristics.
3. Personality Traits-The player acquires ‘Personality’ in the form of text with a title of the trait and the description of the trait. Each trait will affect other characteristics.
4. Abilities-The player starts the game with some natural abilities with other abilities being acquired. Abilities are described with text with a title of the ability and a description of that ability. Each ability with affect other characteristics and may lead to in-game actions.
5. Health-Mental health characteristics are gained or lost based on the condition of the mind. The condition of the mind is determined by the values of the mental Abilities.

# Physical Characteristics

1. Energy-The player has a limited pool of energy to spend before resting or restoring energy. The amount of energy at any given time is determined by other characteristics in other categories.
2. Appearance-The player acquires ‘Appearance’ characteristics in the form of text with a title describing the appearance characteristic and a description of the characteristics.
3. Natural Ability-All characters start the game with a set of natural abilities with some common to all.
4. Trained Skill
5. Health

# Resource Characteristics

1. Time-Every character has the same pool of time each day 1440 (60 minutes x 24 hours).
2. Property-Property owned by characters has the ability to provide characteristics to them.
3. Possessions-Same as property
4. Wealth-Same as property
5. Opportunities-These characteristics represent all the objectives the character can pursue that have been presented by the environment or others. This is essentially a list of the missions, quests, objectives that character has been presented. Even NPCs need this system of have a list of opportunities as they can choose what to do based off this list.

# Social Characteristics

1. Relationships-Every character that meets or hears about another character will have a perception of that person along with some kind of representation of how close that relationship is. This is the area that captures those social networks created by characters and their status.
2. Power-There are certain thresholds to meet for power levels that will trigger a character getting new ‘Power’ characteristics at times.
3. Status-Essentially fame and celebrity imbued characteristics
4. Roles & Responsibilities-Taking on jobs or roles can bring a host of new characteristic included new action sets to carry out jobs etc.
5. Cultural-These are the cultural forces that society creates collectively that are forced upon the worldview of the character giving them cultural characteristics.

# Environmental Characteristics

1. Terrain-The difficulty of the terrain affects mobilty etc.
2. Ecosystem-The difficulty of the ecosystem can place characteristics on the characters-jungle etc
3. Weather-Temp and all that stuff
4. Location-Based-Buildings can sometimes have features that give traits and same with landforms etc
5. Perceptibility-How good you can see.

# Basic Character Progression Facts

* All characters possess a mind and body, each of which are comprised of hierarchy of attributes based on real human physiology and psychology.
* The mind and body have some common starting attributes that all characters have from birth with starting levels set by genetics. Other starting attributes only arise when a certain combination of other starting attributes are present.
* The mind and body can be developed through the character’s lifetime although they will face decline in attributes for various realistic reasons.
* Some level of development of the mind and body is required to do anything in the game. Some of that development comes automatically as the person goes through their lifespan whereas other attributes will need to acquired.
* Acquiring attributes follows a natural learning cycle: awareness, understanding, practice, and mastery, often developing complementary mental physical skills as needed.
* This learning cycle can be completed in various ways, but it all starts with words. The words are arranged in a hierarchy with the highest level words represented a collection of words underneath them.
* The highest level of words are called schema which represent sections of knowledge with many concepts or even schema underneath them. As you drill down through levels schema you reach schema that are made only of concepts. Concepts are words that represent core building blocks of ideas that are needed together to understand a schema with no more or less concepts than is needed to define that schema. Concepts are made of words called “Sub-Components” that when combined together offer a sketch of a definition of that concept.
* A character must possess the understanding of broad schema before they can understand further sub-schema leading to concepts and sub-components. This represent the idea of jargon being more predominant as you move down the levels although there will be plenty of common terms in as well.
* A character can gain awareness through several methods just like in real life like seeing someone else do something or overhearing a conversation or being taught etc.
* Awareness of a word though is only the first step. Many times the new word will be complex enough, be jargon, or lack context where the player will only know the word by name and not it’s meaning where other times perhaps they get some meaning from the awareness.
* So in some cases talking about a crop rotation when the player knows nothing about farming will only lead to the word “crop roatation” being shown in the player’s brain as aware of it. Crop Rotation is probably a concept level word so to understand you have to become aware of it’s sub-components words and then use different methodologies of combining like spatial or math like or various other means to then “understand” that concept.
* To then use that concept to understand a schema like maize planting in a similar process where you need the right concepts and right method to fully understand farming. Schema usually lead to new action but concepts can too. If I have already passed the minimum threshold to farm then understanding the corp rotation concept and correctly combing with the farming schema will unlock crop rotation and then improve farming if the action is taken etc.

# The Character Body Basics

# The Character Mind Basics

* The mind is represented on its own dedicated screen as a brain.
* The brain has various

# Genetics

* The mind and body both can possess a range of basic traits at birth.
* Some traits are inherent to every character while others are not.
* Traits can be expressed differently according to epigenetic factors.
* Traits can be changed over by learning and experiencing things.