# 🧠 The BIAN Doctrine: Balanced, Inverted, Alignment-Neutral System

An invisible hand of karmic leveling. BIAN (Balanced, Inverted, Alignment-Neutral) is a narrative-agnostic yet metaphysically precise anomaly that occurs only when a player's alignment, karma, and behavior converge on total neutrality.

Unlike fate or choice, BIAN is earned through detachment — and punishes or elevates without regard for intent.

## 🧬 Cosmic Logic:

**C = C (Conduct = Consequence)**  
**T = E (Thought = Environment)**  
**C = D (Character = Destiny)**

These karmic equations trigger BIAN when taken to extreme equilibrium or stasis.

## 📉 What BIAN Does

* **Triggers**: When Law = 0, Good = 0, Chaos = 0, Evil = 0 *and* karma modifiers approach 0
* **Event Type**: Disaster, windfall, firm implosion, surprise takeover, existential reroll
* **Affects**: Firm stats, portfolio value, relationship maps, Enlightenment level
* **Time Window**: Randomized, silently begins once balance detected
* **Alert**: Only appears when it's too late — “Dalton doesn’t understand”, Gatekeeper panics, the Ledger erases

## ⚠️ Player Impact

* **No NPC understands** what’s happening
* **Karma Reversal**: Blessings for tyrants, ruin for saints
* **Only Enlightenment** may offer resistance (if >= 70)
* **BIAN Signature**: A ripple that reshapes destiny, permanently
* **Forced Narrative Pivot**: Meant to jolt agnostic, fence-sitting players into moral motion

## 🛠 Admin/Dev Implementation Plan

### bianTriggerEngine.ts

* Hook into trackMoralAction and useEffect from alignment reducer
* Monitor all alignment axes and karma vector deltas
* If all alignment values == 0 for more than N turns and karma oscillation < δ:
  + Trigger bianEvent()

### bianEvent() Logic:

* Pull from JSON anomaly table (bianEvents.json)
* Inject modifier layer into simulation session
* Dispatch BIAN\_RIPPLE action globally
* Render BianAlertModal.tsx
* Append to BIANShadowLog.json

### BianAlertModal.tsx

* Presents irreversible fate message
* Animates ripple distortion, static, or time-stutter visuals
* Prevents any input for 10s, then presents new state

## 🕹 Sample Events

| **Event Name** | **Description** | **Effect** |
| --- | --- | --- |
| Whisper in the Ledger | Portfolio drop, 18% for 2 turns | All tracking disabled |
| Dalton.exe | Dalton becomes erratic | Advice unreliable |
| Gatekeeper Collapse | Gatekeeper auto-deactivates | Unlocks rogue asset class |
| Reverse Judgment | Past choices inverted | Karma recalculated |
| Vanishing Firm | Player’s firm disappears temporarily | All gains go black hole |

## 🗘 Lore View

* **BIAN** is not a god, a demon, or a virus. It is karma’s checksum.
* Meant to mock moral arrogance.
* Happens only to players who think they “solved” the system.
* Operates beyond NPC knowledge or systemic foresight.

## 🎮 Player Guide Summary (Not Included in UI)

“Sometimes, when you’re so neutral that even the gods can’t tell who you are, the cosmos rolls dice on your behalf. You just hope they like your odds.”

## 🔒 Admin Tools

* BIANShadowLog.json: Records all triggered BIAN events with trace metadata
* BianAlertModal.tsx: UI signal for irreversible fate pivots
* bianTriggerEngine.ts: Stateless listener for alignment update hooks
* BIANShadowArchive: Auto-rotates logs and flags anomalies per user
* BIANImpactAuditor: Compares pre/post firm state deltas, karma & fate vectors
* BIANEventDiagnostics.ts: Internal module that explains BIAN causality and flags risky trajectories

## 🎮 NPC Behavior Matrix (BIAN Emergence Reactions)

| **NPC** | **Behavior** |
| --- | --- |
| Dalton | Glitches, refuses to answer karma questions |
| Gatekeeper | Shuts down, begins quoting corrupted prophecy data |
| Ledger | Black screen, emits static. Entry erased, ID missing. |
| Board Chair | Begins to recite "null clause" from bylaws, then vanishes |
| Analyst NPCs | Declare market is in a "non-measurable inverse" state |

BIAN is not an event. It is the cosmos folding inward to demand you *choose*.