PPIX 100 Comic Asset Class Weighting Compendium

# 1. Total Comic Score (TCS)

Used to value each comic like a blue-chip or growth stock.

Formula: TCS = (S \* 0.30) + (CI \* 0.25) + (II \* 0.20) + (FP \* 0.15) + (SI \* 0.10)

## Variables:

* S: Scarcity – rarity, CGC census, print run estimates
* CI: Cultural Impact – relevance in pop culture and media
* II: Industry Innovation – originality in format, character, or storytelling
* FP: Financial Performance – pricing trends, auction history
* SI: Secondary Influencers – news, media, crossovers, anniversary effects

# 2. Character Score (CS)

Used for individual superhero/villain stocks.

Formula: CS = (CR \* 0.4) + (NI \* 0.3) + (MAI \* 0.3)

## Variables:

* CR: Cultural Relevance – character fame and influence
* NI: Narrative Importance – centrality to stories and arcs
* MAI: Media Adaptation Impact – use in movies, games, shows

# 3. Creator Bond Score (CRE)

Used for artists and writers as long-term influencer instruments.

Formula: CRE = (L \* 0.4) + (O \* 0.3) + (P \* 0.3)

## Variables:

* L: Legacy – historical influence and critical acclaim
* O: Output – volume and quality of published work
* P: Popularity – fan engagement and brand recognition

# 4. Panel Profit Score (PPS)

Scores individual panels based on cultural and market relevance.

Formula: PPS = (VN \* 0.4) + (RC \* 0.2) + (MI \* 0.2) + (RA \* 0.1) + (N \* 0.1)

## Variables:

* VN: Visual Notoriety – how iconic or recognizable the panel is
* RC: Repeat Citation – frequency of reference across media
* MI: Media Influence – use in film or TV adaptations
* RA: Rarity – uniqueness or limited access to the panel
* N: News Relevance – current event or topical usage

# 5. Comic Bundle/ETF Score (BS)

Scores comic funds or bundles (franchise ETFs, creator packs).

Formula: BS = (∑ TCS of all items / N) + Relevance Modifier

## Variables:

* TCS: Total Comic Score for each item in bundle
* N: Number of comics in the bundle
* Relevance Modifier: Bonus for current buzz, media tie-ins, anniversaries

# 6. Variant Modifier (VM)

Adjusts score for variant covers, post-1980 print behavior.

Formula: VM = (Artist Popularity \* 0.3) + (Print Ratio Scarcity \* 0.5) + (Media Boost \* 0.2)

## Variables:

* Artist Popularity: Demand for the variant artist’s work
* Print Ratio Scarcity: Rarity factor from print run (e.g. 1:100)
* Media Boost: Presence in news, trailers, or fandom trends