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| matrix. The scores of the matrix were used as sequence alignments for phylogenetic inference. |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 6 = biological |  |  |
|  | 5 = "force of nature" |  | 5 = rare or extinct |  |  | 5 = hyper advanced tech |  |  | 5 = background lore |  |  |  |  |  |  | 5 = hyper advanced |  |  |
|  | 4 = evil |  | 4 = fading | 4 = influential to security | 4 = deep connection to nature | 4 = highly advanced teched | 4 = hyper evolved or created | 4 = highly susceptible | 4 = secondary focus (villainous) | 4 = often associated with | 4 = martial (biological) | 4 = unknown |  | 4 = all-consuming | 4 = seek to defeat and assimilate enemies | 4 = highly advanced | 4 = sweepingly grand | 4 = unassociated with particular habitat |
|  | 3 = antagonistic | 3 = young; "upstart" | 3 = uncommon | 3 = highly influential | 3 = high connection to nature | 3 = moderate to high tech | 3 = highly evolved or created | 3 = susceptible | 3 = primary focus (villainous) | 3 = often entangled | 3 = martial (technological & supernatural) | 3 = created by another race via tech or magic | 3 = seek to consume their environment | 3 = excessively motivated | 3 = seek to defeat and subjugate enemies | 3 = advanced | 3 = grand | 3 = underground or within mountains |
| Table 3. List of archetypal character traits and numerically-coded associated states used to score the character-state |  | 2 = pragmatic | 2 = middle aged; "long established" | 2 = moderately common | 2 = in some respects | 2 = some connection to nature | 2 = low to moderate tech | 2 = moderately evolved or created | 2 = somehwat susceptible | 2 = secondary focus (protagonists) | 2 = sometimes entangled | 2 = martial (supernatural) | 2 = product of evolution | 2 = seek to control their environment | 2 = moderate to highly motivated | 2 = seek to defeat and exterminate enemies | 2 = moderate | 2 = expansive | 2 = in forests and woods |
| **Scores** | 1 = noble | 1 = ancient; "first born" | 1 = common | 1 = minimally | 1 = none | 1 = low tech | 1 = primitively evolved or created | 1 = insusceptible | 1 = primary focus (protagonists) | 1 = rarely entangled | 1 = martial (technological) | 1 = divinely created or manipulated | 1 = seek harmony with their environment | 1 = minimally motivated | 1 = seek to defaet and hault enemies | 1 = basic | 1 = minimalist | 1 = in the open world |
| **Archetypal Traits** | Conflict Role | Racial Age | Prevalence | Culturally Influential | Connection to "Nature" | Technological Advancement | Biological Advancement | Corruptability | Story Role | Prophecy Entanglement | Threat Type | Creation | Broad Motivation | Economic Motivation | Domination Motivation | Architectural Design | Architectural Scope | Associated Homeland Habitat |