

# Evolutionary Personality Typology Model

This document defines a 10-dimensional evolutionary typology model for personality analysis based on behavioral 'niches' that evolved across human and pre-human social systems. The framework replaces categorical types (e.g., MBTI) with gravitational poles of attraction, capturing the degree to which each adaptive strategy influences a person's cognition, motivation, and expression.

## Part 1 — 20 Benchmark Questions / Textual Indicators

#	Benchmark / Question	Primary Poles Activated
1	Displays anger or moral outrage toward norm-violation, corruption, or laziness	Enforcer
2	Emphasis on duty, structure, justice, or punishment over empathy	Enforcer
3	Seeks novelty, risk, or discovery for its own sake	Explorer / Scout
4	Delight in pattern-breaking, experimentation, or travel of mind/body	Explorer / Scout
5	Shows empathic mirroring or concern for healing and reconciliation	Healer / Empath
6	Frames problems in terms of care, pain-reduction, or social repair	Healer / Empath
7	Strategic, long-arc, and outcome-oriented tone	Strategist / Schemer
8	Models complex contingencies or coalition dynamics explicitly	Strategist / Schemer
9	Uses rhythm, wit, or self-display to persuade or charm	Signaler / Performer
10	Focus on audience reaction, impression, or aesthetics	Signaler / Performer
11	References nurturing, provisioning, or protection of dependents	Caretaker / Nurturer
12	Finds satisfaction in stability, routine, or maintaining 'home base'	Caretaker / Nurturer
13	Shows defensive or confrontational tone toward threats	Aggressor / Protector
14	Valorizes strength, hierarchy, or decisive action	Aggressor / Protector
15	Brokers peace, builds bridges, or mediates conflicts	Broker / Diplomat
16	Balances opposing sides or synthesizes contradictions	Broker / Diplomat
17	Searches for hidden order, metaphysics, or meaning	Seer / Pattern-Interpreter
18	Tolerates abstraction, paradox, and epistemic friction	Seer / Pattern-Interpreter
19	Emphasizes conformity or comfort with established norms	Mimic / Adaptor
20	Shows anxiety about deviating from authority or majority behavior	Mimic / Adaptor

## Part 2 — 10-Dimensional Scoring Matrix

### A. Computation Logic

- Each text is scored 0–1 per benchmark (semantic-sentiment + keyword weighting).
- For each of the ten poles  $P_i$ , compute mean of its two benchmarks:  $P_i = (B_{i1} + B_{i2}) / 2$ .
- Normalize the 10-vector to unit length to show relative gravitational pull.

4. High values indicate strong attraction; near zero indicates weak influence.

## B. Visual Geometry

- Plot the ten poles as vertices of a regular decagon.
- Each user's profile appears as a radar (spider) polygon connecting normalized scores.
- Shape interpretation:
  - Broad, balanced shape → polymathic / flexible.
  - Sharp spikes → specialist archetype.
  - Opposite poles reveal internal tension vectors.

## C. Example Output

Pole	Normalized Score	Interpretation
Enforcer	0.87	Dominant stabilizer impulse
Explorer	0.72	Secondary novelty drive
Healer	0.31	Low empathic expression
Strategist	0.93	Primary cognitive style
Signaler	0.40	Moderate expressivity
Nurturer	0.25	Weak maintenance motive
Protector	0.55	Controlled aggression
Diplomat	0.68	Negotiative intelligence
Seer	0.88	Abstract pattern cognition
Mimic	0.22	Low conformity