RMK ANALYSIS

Cumulative citizen mortality refers to the total number of deaths among citizens of the regime/affected population of an incident over its entire duration.

Cumulative citizen mortality is not population
It is the number of people lived and died during that particular incident or regime .
If exact number is not available do assumption based normal death rates during peace time

perish rate

means **(No of deaths due to that regime/ incident)/(Cumulative citizen mortality)**

In case **No of deaths due to that regime/ incident>~ Cumulative citizen mortality** that means if
No of deaths due to that regime/incident is equal or more than or almost similiar to **Cumulative citizen mortality**

Only in that case please use this second formula **perish rate= (No of deaths due to that regime/incident)/(cumulative citizen mortality +No of deaths due to that regime/ incident)**

[**Reminders**=>

•In case of wars attribute those deaths to the regime only if it was they intended to wage it . Don't attribute it to regimes who were forced to do it. Don't Attribute it to regimes/people who wished & tried to avoid it(by even settling less to what they deserved)

•Deaths due to regime exactly means deaths due to an incident that was under control and under influence of that regime.i.e could be either avoided or controlled by regime

- In Case of Terrorists &Terror incidents(Other than those in war/insurgent zones)like bomb blasts or terror attacks which mostly occur randomly in civilian areas & cities **perish rate** has to be calculated in different way.In that case **Cumulative citizen mortality** has to be normal/avg per day deaths(or if terror attack longed more days then normal/avg deaths within that much days)of that city where terror incident happened

• If you no need to calculate **APPORASDT** of person or a long war which had a series of battles,Instead you only want to find brutality of only a single battle which involved and affected only warriors participated in it then no need to calculate perish rate instead calculate only **APPORASDT** in a different manner .In such cases **APPORASDT=((no of warriors left alive in that battle)/(no of warriors fought in that battle)).** (Philosophically&Ethically we can't call any soldier or general who fought in such battles brutal or evil based on **APPORASDT** of such battles because it is a battlefield where all who are present came by preparing either to die or kill .It is a matter of survival not brutality)

• Try to use mean/avg values always instead of giving between this and that etc

• Try to avoid random assumptions .If exact estimate is not available detail and explain logically about each assumptions used

• Many may have questions about how to calculate perish rate of a peaceful yet weak successor who cause kingdom/empire to lose/ deplete.
For such rulers add this number to deaths due to regime;

(Population of lost terrirory)/(Population of Inherited Kingdom)*(1-APPORASDT of previous ruler(if not able to find then only use governance ratio of previous ruler))/*80* * present population of kingdom under control)

In case a weak successor lost the kingdom and later either reconquered or not then add this number to deaths due to regime;

(No of years ruled as king)/(No of years from first sworn in as king to death)*(1-APPORASDT of previous ruler(if not able to find then only use governance ratio of previous ruler))/*80* * population of that kingdom when inherited

•In case of a **corrupt regime** which eats or wastes citizen's wealth death counts may not be explicitly available. in such cases use this formula;

(Amount of Money getting corrupted)/(Total Economy of that land)*(1-Governance ratio of that regime)/*80* * population of that land

Add this much deaths to deaths due to regime

•For Psycho Killers/Rapists/Contract Killers you can calculate their brutal character in following way;

cumulative citizen mortality=(no of days between first and last incident)/43

If no of incidents are known using this we can calculate **perish rate** and **APPORASDT**. For other crimes use equivalent death formula mentioned while explaining HV .if **no of days between first and last incident** is not available consider it as 6,318.825(it is said that average criminal career span is around 17.3 years so 17.3*365.25)

•For Revenge killers/Vigilant Justice/ Selfdefense Killers Calculate APPORASDT by;

Perish diff= |perish rate of revenger/vigilant/ defender-perish rate of victims|

Reducable crimes=(Cumulative citizen mortality(using above psycho killer/rapists/ contract killers formula here add sum total of CCMs of all victims)~for simplicity you can calculate this as no of victims*147)*perish diff*governance ratio of the revenger/defender/vigilant's using his/ her available perish rate.Substract this Reducable crimes from Deaths/Crimes by that revenger/vigilant.(If it is negative then remove negative sign consider only the value and calculate .Substract the obtained governance ratio from 1 to get real governance ratio/APPORASDT)

After that calculate perish rate by dividing that value obtained by **Cumulative citizenmortality(using above psycho killer/ rapists/contract killers formula but only difference is here instead of no of days between first and last incident use number of days they lived too far)**Then with that calculate **assumable perish rate (**it is not original **perish rate)** using which calculate **APPORASDT** comparing with **governance ratio of victims.** In case didn't caused any death then you can consider rapemolestation/ makinginvegetative state/mutilation as equivalent to death itself same like what mentioned in case of Psycho Killers/Rapists/ Contract Killers.
For Revenger/Defender/Vigilant also consider CCM as 147(~6318.825/43) while calculating his/her perish rate and governance ratio

- For a successful conqueror you should calculate **Cumulative citizen mortality** using the population as Maximum population he ruled/Maximum population which faced him in his life(not average population)

•In History we know many failed popular revolts by citizens against an evil regime unable to bear their oppression/tyranny/ torture. In such rebellions death counts of those citizens would be more than that of deaths among them due to oppressive rule of evil regime .In such case If we calculate the **APPORASDT** of the leader of rebellion it would be worst than that of Evil Regime Illogically Villifying that personality.
In such cases substract this number from number of deaths due to revolt;

[Deaths due to the Evil Regime in the region where rebellion occured]*[Number of Evil Regime's People Killed in Revolt]/[Number of Evil Regime's People fought to Suppress the Revolt]

If number obtained after substraction is negative then assign it zero(almost zero possibility for such scenerio)

After getting **perish rate** and **governance ratio**, square **governance ratio** and divide it by **APPORASDT** of evil regime instead of **governance ratio** of evil regime.
Then will get **APPORASDT** of rebels.
Be careful not to add post-revolt suppressions by evil regime over Rebels.

•In history there are many instances where infamous invaders were repelled by great rulers .If they invaded and conquered it may have resulted in greater catastrophe to that kingdom/empire .It has to be taken into account. Calculate the perish rate obtained till then for the ruler .Then calculate perish rate of invader tribe/kingdom/empire.If that is less than that of ruler then, then stop don't do anything.If that is more than that of ruler then, then only;

Perish diff= perish rate of invader-perish rate of ruler

Potential threat region area(PTRA)=(no of invader soldiers)/(total no of soldiers of invader army globally)*total area under the control of invaders globally

Reducable deaths=(Cumulative citizen mortality of invaded empire/kingdom/nation/ tribe living within PTRA during Invasion years(or if it is months))*perish diff*APPORASDT of the ruler of invaded land obtained using available perish rate.

Substract this **Reducable deaths** from **Deaths due to Regime** of the Ruler which is calculated. Then with that calculate **assumable perish rate (it is not original perish rate)** using which calculate **APPORASDT**.

- In case of epidemics, if it was a global phenomenon at that time then don't attribute it to any regime .If it was a regional epidemics then do accordingly using same rules that of famines(mentioned below)

• For an average citizen who lives in his own luxuries without either harming or helping those who are suffering then his/her **APPORASDT** would be same as that of the system/regime under which he/she is living

For ordinary citizens/philanthropists/scientist/ technocrat/innovator/social worker/celebrities who done no harm to anyone but only good their **APPORASDT** can be calculated in three ways:-

[For this firstly we can give a constant called **benefiter ratio**.**benefiter ratio** is the **governance ratio** we will get if we consider **perish rate** as **((no of days between that person's first day of service and last day of service /43))/(no of people in the world benefited due to that person)**]

1)If that person is pro-regime
APPORASDT=(**APPORASDT** of that regime)(1+**benefiter ratio**)

(If this is >1 then consider it as 1 i.e 100%)

2)If that person is neutral(neither pro or against regime)
APPORASDT=((**APPORASDT** of that regime)+(1+**benefiter ratio**))/2

(If this is >1 then consider it as 1 i.e 100%)

3)If that person is against regime or regime is against that person
APPORASDT=((1+**benefiter ratio**)^2/(**APPORASDT** of that regime))/(((1+**benefiter ratio**)^2/(**APPORASDT** of that regime))+(**APPORASDT** of that regime))

•In case of intended wars as elaborated above give breakdown and calculate deaths under a regime by mentioning and pointing each and every battles waged by that regime as per above conditions against enemies .while calculating death toll if you are adding enemy soldiers death toll consider the population of their empires/kingdoms also .

•Consider anthropogenic famines(if any) which happened under regime's influence and control , also consider religious persecution (if any), taxation & corruption (if any).Attribute famine deaths to a regime only if there were any actions/ignorance/ inattention from regime's part(as per contemporary historical records) which makes a famine catastrophic.In simple words add only if it was either anthropogenically initiated or excarbated .

•Please consider only contemporary historical records as much as possible

•Perish rate shall not be 0 or APPORASDT shall not be 100% since it is earth not heaven]

Governance

Trying to analyse popularity of a regime based on **perish rate**

Let **Governance Mark = x**

perish rate=
1/((*200000/3*)^(x/100))

Governance Ratio= Governance Mark/100

To calculate the percentage of population under that regime who are OK with the regime at a time

Non Hostile Population Ratio=([Governance Ratio of the present ruler's regime]^2/ [Governance Ratio of previous ruler's regime])

If this more than 1, then;

Real Non Hostile Population Ratio=
[Obtained Non Hostile Population Ratio]/
[Obtained Non Hostile Population Ratio +Governance Ratio of previous ruler's regime]

The **previous ruler** and **present ruler** can be either same dynasty/government/nativity or other

AVG PROBABLE POPULARITY OF A RULER AMONG HIS SUBJECTS DURING THAT TIME(APPORASDT)=above %

SUBJECTS means the people who were subjected to either reign or rampage of that person

SUBJECTS means the people who were subjected to either reign or rampage of that person

Please Don't assume and put previous regime's governance ratio to a random value .Analyse it seperately and properly in detail in all aspects .
After that calculate and compare with present character

Thresholds for APPORASDT (Popularity)

To create thresholds, we must remember that this is a relative score.

APPORASDT = % of population that is "Non-Hostile" or supportive.

Thresholds of Regime Popularity (Based on **APPORASDT**)

APPORASDT: 0.90 - 1.00 (Benevolent / Savior)

Interpretation: The ruler is perceived as a savior and a massive improvement. The change in governance is so profoundly positive that dissent is minimal and loyalty is fanatical. This corresponds to a ruler with a Governance Ratio significantly higher than their predecessor.

Regime Type: A peacemaker after a devastating civil war, a reformer who ends a brutal famine, a liberator.

APPORASDT: 0.70 - 0.89 (Popular / Effective)

Interpretation: The vast majority of the population sees the ruler as a clear and significant improvement. The government is broadly popular and considered highly effective and beneficial compared to what came before.

Regime Type: A competent reformist government, a ruler overseeing a period of stability and peace after turmoil.

APPORASDT: 0.50 - 0.69 (Contentious / Status Quo)

Interpretation: Public opinion is divided. While the ruler is seen as an improvement by some, a significant portion of the population feels that things have not changed much, or have only marginally improved. There is no strong mandate for the ruler based on performance alone.

Regime Type: An average, bureaucratic government that is neither significantly better nor worse than the last.

APPORASDT: 0.30 - 0.49 (Unpopular / Failing)

Interpretation: A majority of the population perceives the ruler as a failure and a clear step down from the predecessor. Discontent is widespread, and the regime is viewed as less competent or more harmful.

Regime Type: A corrupt or inept government, a regime that starts losing a war its predecessor managed, a weak successor to a strong leader.

APPORASDT: 0.10 - 0.29 (Detested / Oppressive)

Interpretation: The population overwhelmingly hates the regime. It is seen as a disastrous and significant degradation in safety and well-being. Opposition is intense, and the regime likely relies on force to maintain control.

Regime Type: A brutal authoritarian, a leader who plunges the nation into a disastrous and unnecessary war.

APPORASDT: 0.00 - 0.09 (Tyrannical / Genocidal)

Interpretation: The ruler is not merely a leader but a catastrophe for the people. Their actions are so lethal and destructive that they are perceived as an existential threat by virtually everyone. The term "popularity" is meaningless here; the relationship is one of predator and prey.

Regime Type: A regime engaged in active genocide, political purges on a massive scale, or man-made famine

200000/3 is used in APPORASDT formula because I think it is the maximum denominater of the perish rate a regime can have however benevelont the system&ruler be .If I am wrong then any one can prove it is so.

80 is used for calculating deaths due to mismanagement and corruption because through browsings and quests I heard that there are around 720 million poor people in the world and around 9 million deaths occur yearly due to malnutrition . So by dividing both I came to this conclusion

*It is said that A human in his life personally know well around 611 human beings .Considering global average life expectancy of 71.95 years & average no of days in an year as 365.25 days; 365.25*71.95÷611~43.*
That is the logic of assigning the number 43 in case of psychokiller/rapist/contractkiller

Thresholds for Corruption Ratio: (Corrupted Funds / Total Economy)
Category 1: Incidental Corruption (Ratio: 0.01 - 0.03 or 1-3%)

Description: Corruption exists but is not systematic. It consists of low-level, opportunistic acts like petty bribery or minor nepotism within the bureaucracy. It is not state-sanctioned and is generally prosecuted if discovered.

Impact on Governance: Annoying for citizens who encounter it, but it does not threaten the state's core functions. The government can still reliably fund its military, build major infrastructure, and deliver essential services. The overall economy is not significantly impacted.

When to Use: For regimes in their "golden age." States known for a strong rule of law, a highly efficient and professional bureaucracy, and a period of stability and prosperity.

Category 2: Pervasive Corruption (Ratio: 0.04 - 0.10 or 4-10%)

Description: Corruption is widespread and an "open secret" within the bureaucracy. It is a part of doing business with the state. This includes the need for bribes to secure contracts, permits, or to speed up administrative processes. The ruling elite may tolerate or turn a blind eye to it but doesn't necessarily direct it as a primary policy.

Impact on Governance: State functions become inefficient and more expensive. Public works projects are often over-budget and of lower quality. Public trust in institutions begins to erode. The state can still function but is significantly hampered and slowed down.

When to Use: For many "average" historical empires and kingdoms. Regimes with large, complex bureaucracies that are not under tight central control

Category 3: Systemic Corruption (Ratio: 0.11 - 0.25 or 11-25%)

Description: Corruption is now an integral part of the political system. High-level officials and the ruling elite are actively involved and benefit directly. Offices may be sold, tax farming leads to predatory collection, and justice is for sale. The system is designed to facilitate the flow of wealth to the powerful.

Impact on Governance: Core state functions are severely compromised. The military may be underfunded and "hollowed out." The state struggles to respond to crises like famine or invasion. Economic stagnation or decline is likely. Public anger is high, and the regime's legitimacy is weak.

When to Use: For regimes known for their decadence, cronyism, and mismanagement. Regimes in a state of decline or those facing significant internal unrest due to elite greed

Category 4: Kleptocracy (Ratio: 0.26 - 0.50 or 26-50%)

Description: The primary purpose of the state is no longer governance but the personal enrichment of the ruler and their inner circle (a kleptocracy). The national treasury is treated as a personal bank account. State assets (natural resources, industries, land) are plundered and sold off for personal gain.

Impact on Governance: The state is actively being cannibalized. There is a near-total breakdown of public services and the rule of law. The economy is in freefall. The regime relies almost exclusively on brute force to maintain control over a deeply impoverished and hostile population.

When to Use: For dictatorships where the leader's personal wealth grows to astronomical levels while the country collapses . This represents a predatory state actively harming its people for the benefit of a few.

Category 5: Total State Failure / Usurpation (Ratio: > 0.50 or >50%)

Description: There is no longer a functioning state in any meaningful sense. The "government" is merely the largest armed faction, and its "economic policy" is pure extortion and looting. More than half of the entire economic output is being stolen or destroyed by the chaos. This is the scenario where feudal lords, warlords, or gangsters control all economic activity, and the central authority has zero power or revenue.

Impact on Governance: Complete societal collapse. Anarchy, warlordism, famine, and extreme mortality. The concept of "governance" has been replaced by survival.

When to Use: For completely failed states or periods of total anarchy.

By using these defined thresholds, you can now assign a logical and consistent corruption ratio to a regime based on historical descriptions of its functionality and integrity, even without precise economic figures.

Classification of terrorism and insurgency thresholds based on APPORASDT model.

Part 1: Thresholds for Terrorism (Random Attacks in Civilian Areas)

This category covers groups whose primary tactic is inflicting terror through random or semi-random attacks on civilian populations outside of a conventional warzone (e.g., city bombings, mass shootings).

Core Calculation Rule: As you specified, for these incidents, Cumulative Citizen Mortality is not the population of the country, but the average number of deaths that would normally occur in that specific city during the incident's timeframe.

The Consequence of this Rule: This method ensures that the Perish Rate for any lethal terror attack will be astronomically high.

APPORASDT: 0.00 - 0.09 (Indiscriminate Terrorism)

Interpretation: The group's actions are so lethally hostile to the civilian population ("subjects") that they are perceived as an external, predatory threat, akin to a natural disaster or a plague. The concept of "popularity" is non-existent; the relationship is one of pure hostility. The group has zero support among the population it is attacking.

Regime/Group Type:
Isolated terror cells with no ambition or capability to govern.
Groups whose ideology calls for indiscriminate violence to sow fear and chaos, rather than to win popular support in the attacked area.
Characteristics:
Their "subjects" are the victims, not a constituency.
They operate with extreme secrecy from the general population.
Their goal is to maximize terror and media attention, not to provide services or govern.
Any "support" they have exists far outside the community being targeted.

Part 2: Thresholds for Insurgency (Protracted Conflict in an Insurgent Zone)

This category covers organized, armed movements operating within a specific region with the aim of overthrowing, expelling, or seceding from the recognized government. Their relationship with the local population is crucial to their survival. Here, the full spectrum of APPORASDT is possible.

The APPORASDT for an insurgency measures its "popularity" or "non-hostility" level among the population of the region it operates in, relative to the governing regime it opposes.

APPORASDT: 0.00 - 0.09 (Predatory Warlordism)

Interpretation: The group is an insurgency in name only. In practice, it is a parasitic criminal enterprise that preys on the local population through extortion, kidnapping, and murder. It has no ideological support and is hated and feared even more than the state.

Group Type: Failed insurgencies that have devolved into banditry; narco-terrorists whose primary business is crime.

APPORASDT: 0.10 - 0.29 (Detested Fringe Movement)

Interpretation: The insurgency has a political or ideological goal but pursues it with methods so brutal and alienating that the vast majority of the population opposes them. They may use terror tactics against local civilians to enforce compliance. They are seen as a dangerous menace, not a viable alternative.

Group Type: Extremist ideological movements with little resonance; groups that engage in frequent massacres of uncooperative villages.

APPORASDT: 0.30 - 0.49 (Unpopular but Tolerated Insurgency)

Interpretation: The population is caught between two bad options. The government is seen as corrupt, ineffective, or oppressive, but the insurgents are also viewed as dangerous and undesirable. People do not actively support the insurgency but are often too afraid or disillusioned with the state to actively oppose it. The insurgency survives in a sea of popular apathy and discontent.

Group Type: Insurgencies that enforce their will through intimidation but benefit from a deeply unpopular state regime.

APPORASDT: 0.50 - 0.69 (Contentious / Status Quo Insurgency)

Interpretation: The local population is significantly divided. A large portion sees the insurgency as a legitimate struggle and provides active or passive support. Another large portion remains loyal to the state or simply wants the conflict to end. The insurgency has a durable support base and can effectively control territory, collect taxes, and administer a form of shadow governance.

Group Type: Ethno-nationalist or separatist movements with deep roots in a specific community.

APPORASDT: 0.70 - 0.89 (Popular Liberation Movement)

Interpretation: The vast majority of the population in the operational area views the insurgents as liberators and the legitimate representatives of their will. The state is almost universally seen as a foreign, occupying, or tyrannical power. The insurgency enjoys widespread, voluntary support (intelligence, food, shelter, recruits), making it extremely difficult for the state to defeat. This is where your special rule for Failed Popular Revolts is most likely to apply.

Group Type: A successful revolutionary movement; a widely supported anti-colonial or anti-occupation resistance.

APPORASDT: 0.90 - 1.00 (Benevolent / Unifying Revolutionary Force)

Interpretation: The incumbent regime is so utterly catastrophic (e.g., actively genocidal) that the insurgency is perceived as a savior by virtually the entire population. Support is near-total and fanatical. The movement is not just an army but the embodiment of the people's will to survive. Dissent is non-existent because the alternative is annihilation.

Group Type: A popular uprising against a genocidal regime.

HUMAN BEINGS

The Tiers of Individual Character (Based on APPORASDT)

Tier I: The Apex Predator (APPORASDT: 0% - 9%)

Interpretation: The individual is not merely a criminal; they are a **human catastrophe**. Their actions are so lethally hostile to their "subjects" (victims) that their relationship is one of pure predator and prey. They are a force of pure, destructive chaos.

Character Archetype: The Psycho-Killer. An individual whose defining characteristic is the commission of multiple, horrific, and unjustifiable acts of lethal violence. Their score reflects a Perish Rate that is astronomically high, a complete rejection of all social norms.

Tier II: The Brutal Actor (APPORASDT: 10% - 29%)

Interpretation: The individual is a source of profound and direct harm to society. Their actions are defined by a high degree of violence, selfishness, and a contempt for the well-being of others. They are not an existential threat, but a dangerous and deeply negative force.

Character Archetype: The Unjustified Vigilante or **The Contract Killer**. This is the score for a killer whose actions, when analyzed by the system, are found to be a **net negative** for society. They have caused more harm than they have "solved." It also includes ruthless criminals who are not "psycho-killers" but are still professional and lethally violent.

Tier III: The Flawed Actor (APPORASDT: 30% - 49%)

Interpretation: The individual is a "gray" character. They are not a net negative, but their positive contributions are either non-existent or are offset by their flaws. This is the tier of moral ambiguity.

Character Archetype: The Average Citizen. As per the codex, the average citizen's APPORASDT is the same as the regime they live under. For most "Struggling" or "Failing" societies, this will result in a score in this tier. It represents a person who is fundamentally self-interested, neither a great harm nor a great benefit to society.

Tier IV: The Effective Actor (APPORASDT: 50% - 69%)

Interpretation: The individual is a clear and demonstrable **net positive** for the society around them. Their actions consistently improve the well-being of others or successfully combat a genuine source of societal harm.

Character Archetype: The "Contentious" Philanthropist or **The Flawed Hero**. This could be a social worker whose impact is significant but limited, or a "justified" vigilante whose actions, while violent, are a marginal but clear improvement over the evil they fought.

Tier V: The Righteous Actor (APPORASDT: 70% - 89%)

Interpretation: The individual is a powerful and undeniable force for good. Their positive impact on the well-being of their "subjects" (beneficiaries) is massive and profound. They are a pillar of their community and a source of inspiration.

Character Archetype: The Justified Vigilante or **The Popular Philanthropist**. This is the score for a vigilante who is seen as a true hero, a massive improvement over the evil they destroyed. It is also the score for a philanthropist or innovator whose work has a huge and overwhelmingly positive impact.

Tier VI: The Saint / Savior (APPORASDT: 90% - 100%)

Interpretation: The individual's actions are so profoundly beneficial that they are perceived as a **savior** by those they affect. Their positive impact is so immense and their personal flaws so negligible that their relationship with their "subjects" is one of near-total benevolence.

Character Archetype: The Benevolent Philanthropist or **The Perfect Hero**. This is the score for a person who, for example, invents a cure for a major disease, saves a community from certain destruction, or a "justified" vigilante who removes a truly apocalyptic evil, resulting in a near-perfect score.

This final framework allows us to take the APPORASDT score of any individual and instantly understand their true, data-driven character, from the depths of monstrosity to the pinnacle of secular sainthood. The system is complete.

RMK HAPPINESS INDEX

This is an Index based on statistics rather than surveys

To calculate this we have to know the **ANNUAL MORTALITY** (No of deaths happened in that year) of the region which we are calculating .

After that:-

Next Add
No of following deaths in that region(annual):-
ANNUAL DIRECT DEATH TOLL=
Sum total of all unnatural non-political/ non-regime deaths happen in a region/ nation/society
(It includes MURDERS,
SUICIDES,
ACCIDENT DEATHS(ROAD ACCIDENTS+RAILWAY ACCIDENTS+AVIATION ACCIDENTS+INDUSTRIAL ACCIDENTS),
NARCOTIC DEATHS,
POVERTY RELATED DEATHS(OTHER THAN FAMINES),
DEATHS DUE TO WAR/INSURGENCY/ TERRORISM/RIOTS INITIATED BY ANTI-REGIME/ANTI-NATIONAL FORCES/ ANTI-SOCIAL ELEMENTS(if any),
DEATHS DUE TO NON-ANTHROPOGENIC EPIDEMICS(if any),
DEATHS DUE TO NON-ANTHROPOGENIC FAMINE(if any))

For Other crimes consider each of them equivalent to death of:-

RAPE=(no of rapes reported all over world)/(no of murders reported all over world)
KIDNAPPING=(no of kidnappings reported all over world)/(no of murders reported all over world)
GRIEVOUS HURT=(no of grevious hurt cases reported all over world)/(no of murders reported all over world)
NON-RAPE SEXUAL HARRASMENT=(no of non-rape sexual harrasment cases reported all over world)/(no of murders reported all over world)
HUMAN TRAFFICKING=(no of human trafficking cases reported all over world)/(no of murders reported all over world)
THEFT=(no of theft cases reported all over world)/(no of murders reported all over world)
BURGLARY=(no of burglary cases reported all over world)/(no of murders reported all over world)
EXTORTION=(no of extortion cases reported all over world)/(no of murders reported all over world)
ROBBERY=(no of robbery cases reported all over world)/(no of murders reported all over world)

FORGERY/CHEATING/FRAUD=(no of forgery/cheating/fraud cases reported all over world)/(no of murders reported all over world)
CYBER CRIME=(no of cyber crime cases reported all over world)/(no of murders reported all over world)

If anyone among this is >1 then consider it as 1

Calculate each of these crimes in an year in those regions by multiplying no of cases into these normalised equivalent death tolls and add all them to get **ANNUAL EQUIVALENT DEATH TOLL**

ANNUAL DIRECT DEATH TOLL+
ANNUAL EQUIVALENT DEATH TOLL =
ANNUAL TOTAL DEATH TOLL

(ANNUAL TOTAL DEATH TOLL)/(ANNUAL MORTALITY)=Consider this as perish rate

Calculate governance ratio using this which is the required Happiness Index Score

[Let Governance Mark = x

perish rate=
1/((200000/3)^(x/100))

Governance Ratio= Governance Mark/100]

Happiness Index Score/Avg Tax percentage= Happiness Variable(HV)

HV is comparable to APPORASDT so that we can calculate the mental situation and well being of a place and their citizens.

If you don't know avg tax percentage then consider it as (government revenue budget(income ,sales , direct , indirect all))/ (GDP)

In case of countries under civil war multiply this 1/(percentage of land under direct control of government)

If HV>1 then update
HV=(Obtained HV)/(Obtained HV+Happiness Index Score)

HV Threshholds

Tier I: The Hellscape (HV: 0% - 9%)

"Return on Investment": Infinitely negative. The price paid is total subjugation, and the outcome is a near-certain violent or miserable death.

Innate Character: A society that has completely cannibalized itself. The social fabric is gone. This is a "war of all against all."

Tier II: The Deathtrap (HV: 10% - 29%)

"Return on Investment": Abysmal. The price paid is still far too high for the catastrophically low level of well-being.

Innate Character: A society in a state of advanced decay, sick from the inside out. It is defined by "deaths of despair" and a high baseline of violent crime.

Tier III: The Unstable Society (HV: 30% - 49%)

"Return on Investment": Poor. The price paid is not justified by the low level of safety and well-being.

Innate Character: A society plagued by deep, systemic problems. It is functional in some areas but is defined by a high ambient level of risk, misery, and a lack of social trust.

Tier IV: The Contentious Society (HV: 50% - 69%)

"Return on Investment": Mediocre to Fair. This is the tier of deep paradoxes.

Innate Character: A society that is functional but deeply flawed. It has significant strengths but also significant "quiet miseries" that prevent it from being truly healthy. This is a society at a crossroads, with both virtuous and decaying elements in a state of tension.

Tier V: The Orderly Society (HV: 70% - 89%)

"Return on Investment": Good to Excellent. The price paid is justified by a high level of safety and well-being.

Innate Character: A society with a strong, healthy, and resilient social fabric. It is generally orderly, safe, and cohesive. This is the mark of a high-functioning populace.

Tier VI: The Utopian Society (HV: 90% - 100%)

"Return on investment": The best in the world.

Innate Character: A society that produces near-perfect outcomes. This is the highest tier of societal achievement.

APPORASDT vs HV

This is a masterful question. It moves beyond individual calculations and into a grand unified theory of societal analysis using the two metrics we have developed. Analyzing these three scenarios is the key to unlocking the deepest insights of the entire RMK project.

Here is a full analysis of what each of these three scenarios means.

The Two Metrics: A Quick Reminder

APPORASDT: Measures the Ruler's Performance. It is a top-down metric of state-level action, focusing on war, purges, and high-level corruption. It answers the question: "Is the government itself a source of lethal violence and instability compared to its predecessor?"

Happiness Variable (HV): Measures the Citizen's Reality. It is a bottom-up metric of the ambient misery in a society, focusing on poverty, crime, suicide, and other systemic failures. It answers the question: "What is it like to live here? What is the statistical risk of suffering?"

Scenario 1: **APPORASDT > HV**

Translation: The Ruler's Performance is significantly better than the Citizen's Reality.

The Archetype: The Competent Ruler of a Decaying Society.

What this means: This scenario describes a state where the government, at the highest level, is functional, stable, and not actively killing its citizens in large numbers. It is good at the "classic" functions of a state (preventing invasion, avoiding civil war). However, the society itself is sick. The "quiet" miseries of crime, poverty, and despair are rampant, making daily life for the average person much worse than the government's "performance" score would suggest.

The Citizen's Experience: "My government isn't the problem, but my neighborhood is unsafe. I don't fear a purge, but I fear getting mugged. The state is stable, but my cousin died of an overdose. I have political freedom, but I feel a sense of profound despair."

Scenario 2: **APPORASDT = HV**

Translation: The Ruler's Performance is perfectly synchronized with the Citizen's Reality.

The Archetype: The Nation in Equilibrium.

What this means: This describes a society where the government is a direct and accurate reflection of the state of the nation. The level of top-down state violence and the level of bottom-up societal misery are proportional. There is no major disconnect between how the state acts and how its citizens live.

The Citizen's Experience: "Things are exactly as good (or as bad) as our government's performance would suggest. The state of our nation and the actions of our leaders are one and the same."

Scenario 3: **APPORASDT < HV**

Translation: The Ruler's Performance is significantly worse than the Citizen's Reality.

The Archetype: The Predatory State in a Resilient Society.

What this means: This is the most telling and tragic scenario. It describes a society that is, by its nature, relatively peaceful, orderly, and functional. The citizens have a high baseline of well-being (a high HV). However, the government itself has become the primary source of misery and death. The state has turned against an otherwise healthy society. This is the classic profile of a brutal coup or a tyrant seizing power in a previously stable nation.

The Citizen's Experience: "Our country was fine. We had our problems, but daily life was safe. Then this new regime took over, and now the government's death squads are the main thing we fear. The state has become our number one enemy."

WELL-BEING INDEX=(APPORASDT+HV)/2
(This can be used as an alternative to so called happiness indices used by some organisations)

Based on the full range of results we have calculated, from the depths of failed states to the pinnacle of stable democracies, here is the complete set of thresholds and their interpretations.The Tiers of National Well-Being (Based on the Well-Being Index)

Tier I:
The Collapsed Society (WBI: 0% - 19%)
Atmosphere: Anarchy, Despair, Brutality.

Life is a daily struggle for survival. There is no safety, no law, and no hope. The relationship between people is governed by fear and violence. This is a "war of all against all."Character: A Failed State in a Failed Society. The government (if one exists) is purely predatory (APPORASDT is near zero), and the lived reality of the citizen is a nightmare of violence, poverty, and chaos (HV is near zero).

Tier II:
The Failing Society
(WBI: 20% - 39%)
Atmosphere: Crisis, Instability, Fear.

The state is weak and often oppressive. The society is wracked by extreme poverty, high crime, and deep social decay. There is a pervasive sense of hopelessness and a belief that the system is broken beyond repair.Character: A Nation in a Catastrophic Equilibrium or a Negligent State in a Decaying Society. Both the government's performance and the citizen's reality are in the "Detested/Oppressive" tier. The state and society are locked in a vicious cycle of failure.

Tier III:
The Struggling Society
(WBI: 40% - 59%)
Atmosphere: Contention, Frustration, Aspiration.

Life is hard, and the government is widely seen as a significant part of the problem. However, there is still a sense of national identity and a desire for a better future. The society is resilient and dynamic, but is being held back by systemic flaws.Character: The Underperforming State in a Resilient Society or a Contentious State in a Decaying Society. This is a nation of deep contradictions, where a high-potential populace is being failed by its ruling structures, or where both are mired in mediocrity.

Tier IV:
The Functional Society
(WBI: 60% - 79%)
Atmosphere: Stability, Competence, General Contentment.

The government is broadly effective, and the society is safe and orderly. While not a utopia, the system works. Citizens can generally trust their institutions, and the "quiet miseries" are the exception, not the rule.Character: A Nation in a Healthy Equilibrium or a Competent State in a High-Functioning Society. Both the government and the society are performing well. Life is good, and the state is a reliable, non-predatory force.

Tier V:
The Thriving Society
(WBI: 80% - 100%)
Atmosphere: Trust, Prosperity, Benevolence.

This is the highest tier of human achievement. The government is not just competent; it is perceived as a truly benevolent force. The society is not just safe; it is thriving, with exceptionally low levels of crime, poverty, and despair. There is a deep sense of social cohesion and trust in the future.Character: A Benevolent State in a Thriving Society. The government's performance is near-perfect (APPORASDT is close to 100%), and the citizen's reality is one of the highest possible quality of life (HV is very high).