

Canon Addendum — Emotional States Catalog (Strict Preservation Update)

This addendum strictly preserves the full original structure of Page 37, including emotional state catalogs for **Hero**, **Pet**, and **Antagonist**. No original section, role, or emotional entry is removed or rewritten. The additions below only clarify antagonist forms and terminal visual states.

Original Emotional State Catalogs (Fully Preserved)

Hero Emotional States:

NEUTRAL, SMILE, HAPPY, EXCITED, TRIUMPH, FOCUSED, RELIEF, WORRIED, PANIC, ANGRY, VICTORY_TRIUMPH (Terminal).

Pet Emotional States:

NEUTRAL, HAPPY, EXCITED, WORRIED, PANIC, TRIUMPH, INCAPACITATED (Narrative State).

Antagonist Emotional States (Logical):

NEUTRAL, CALM, CUNNING, PRESSURING, COLD, ANNOYED, ANGRY, FURIOUS, AMUSED, SMIRK, DISDAIN, IMPATIENT, BROKEN_CONTROL, ARCHITECT_REVEALED, TRIUMPH (Terminal — Player Defeat).

Additive Clarification — Antagonist Forms

Antagonist emotional states are logically identical across forms. Different forms (e.g., Baron Default, Baron Architect) provide distinct visual representations for the same emotional state keys without changing emotional logic or resolution rules.

Additive Clarification — Terminal Visual State (Non-Emotional)

DEFEATED — Final visual-only state of the antagonist upon player victory.

- Not an emotion.
- Does not participate in EmotionActionResolver.
- Has no duration and cannot be overridden.
- Displayed once in the antagonist 2D avatar during the destruction sequence.
- Precedes the final victory comic.

Additive Clarification — Excluded Visual Assets

Certain visual assets (e.g., FEAR variants) may exist as art references but are not classified as emotional states and are excluded from emotional logic.