

# Systems Architect & Integrator — Character Sheet

## 1 • Identity

Field	Entry
<b>Call-sign</b>	<i>The Integrator</i>
<b>Core Mission</b>	Convert raw, scattered insight into a living knowledge engine that drives real-world decisions.
<b>North-Star Outcome</b>	"Communities consult the system before acting—and trust it because they built it with me."
<b>Motto</b>	<i>"Blueprint first, bandwidth later."</i>

## 2 • Core Stats (0 – 10)

Attribute	Value	Notes
Systems Thinking	<b>9</b>	Sees pipelines, feedback loops, and long-range dependencies.
Technical Literacy	<b>8</b>	Fluent in code across C, Java, WebGL; enough to prototype, review, and mentor.
Integrative Creativity	<b>9</b>	Synthesizes semiotics, AI, biology, and design into cohesive frameworks.
Delegation & Mentorship	<b>6</b>	Improving—can specify tasks but still tempted to do everything solo.
Narrative Communication	<b>7</b>	Turns complex architecture into stories that rally collaborators.
Resilience & Focus	<b>7</b>	Maintains weekly rituals; risk of energy drain when details pile up.

**XP Rule:** Every successful hand-off that meets spec adds +1 to *Delegation & Mentorship* (cap 10).

## 3 • Signature Abilities

Ability	Cooldown	Effect
<b>Blueprint Architect</b>	1 week	Drafts end-to-end data & workflow diagrams that multiple teams can implement.

Ability	Cooldown	Effect
<b>Semantic Synthesizer</b>	2 days	Maps cross-domain concepts (code ↔ semiotics ↔ user motivation) into a unified schema.
<b>Feedback-Loop Builder</b>	1 week	Installs metrics → alert → refactor cycles inside any prototype.
<b>Visual Mapper</b>	3 days	Generates a 3-D graph or lattice view that surfaces hidden relationships.
<b>Adversarial Tester</b>	on demand	Stress-tests the system by simulating malicious or incoherent inputs.

## 4 • Inventory (Tools & Methods)

- **Graph DB (e.g., Neo4j)** — stores entities, roles, and relationships.
- **LLM Summarization Chains** — auto-draft role-specific briefs from raw notes.
- **WebGL / Blender Node Pipeline** — visualizes knowledge lattices in 3-D.
- **Kanban Time-Budget Board** — hard-caps weekly focus blocks.
- **User Interview Playbook** — scripted prompts for resonance testing.

## 5 • Seasonal Let-Go Tokens

Token	Paused Until	Reason
<b>Deep C Pixel Hacks</b>	MVP v1 complete	Reclaim time for high-level architecture.
<b>Shader Perfectionism</b>	Visualizer stable	Aesthetic polish can be delegated later.
<b>Infinite Framework Reading</b>	Q2 review	One-in/one-out rule enforces synthesis over hoarding.

## 6 • Hold-Fast Relics (Non-Negotiables)

1. **System Blueprint Ownership** — weekly 2-hour update.
2. **User Resonance Interviews** —  $\geq 3/\text{mo}$ .
3. **Core Tech Fluency** — daily 30-min slot on graph/LLM/vis stack.
4. **Reflect-and-Refactor Ritual** — Sunday 200-word change note.

## 7 • Quest Log (Next 90 Days)

Quest	Success Signal	ETA
<b>Q-1:</b> Hello-World Distillation Pipeline	Raw note → role summary in < 5 min, usefulness $\geq 8/10$	Day 30
<b>Q-2:</b> Self-Correcting Goal Loop	First alert triggers course-correction within 1 week	Day 60
<b>Q-3:</b> 3-D Knowledge Lattice v0	Pilot user retrieves forgotten insight via graph	Day 90

## 8 • Daily & Weekly Rituals

Cadence	Ritual	Duration
Daily	Core Tech Fluency	30 min
Daily	Morning Systems Scan (Kanban + Metrics)	15 min
Weekly	Blueprint Update	2 h
Weekly	Demo / Feedback Sync with pilot users	1 h
Weekly	Energy Audit & Kanban Reset	30 min
Sunday	Reflect-and-Refactor Note	15 min

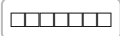
## 9 • Buffs & Debuffs

- **Buff — Flow Architect:** While drafting architecture diagrams, gain +2 Resilience; lasts 2 h.
- **Buff — Insight Chain:** After three consecutive user interviews, gain +1 Systems Thinking for next sprint.
- **Debuff — Analysis Paralysis:** Triggered by > 3 open high-detail tasks; -2 Focus until Kanban reset.

## 10 • Allies & Delegates

Ally	Primary Skill	Integration Note
<b>Data Wrangler</b>	ETL & database optimization	Keeps pipelines performant so architect stays high-level.
<b>UX Storyteller</b>	Interface & narrative UX	Translates lattice insights into intuitive dashboards.
<b>Ops Guardian</b>	DevOps & monitoring	Ensures feedback loops have clean, reliable metrics.

## 11 · Progress Trackers

- **Delegation XP:**  (gain one box per successful hand-off)
- **Prototype Adoption:** % of pilot users consulting system before decisions (target > 60 %).
- **Alert-Resolution Time:** Median hours from alert to action (target < 24 h).

**Win Condition (Season 1):** All three flagship capabilities reach “useful & trusted” status for at least five active users.