

Anthropocene

An•Throp•O•Scene

Noun.

A geological epoch which began at the end of the Pleistocene (around 12,000 ago) and continues to the present. The Anthropocene also encompasses within it the growth and impacts of the human species world-wide, including all its written history and overall significant transition toward urban living in the present; these impacts may be considered of global significance for future evolution of living species.

Anthropocene proceeds in a parallel universe during the Neolithic revolution, or the Beginning of the Holocene Epoch, approximately 12,000 years ago, when humans first began urbanization and agriculture. But, immediately before that, where you start your journey we were primarily hunter-gatherers. Your expedition begins at the offing of The Chains of Prehistory.

Character Creation

1. Gender; Male/Female
2. Race; Ropeaus, Aticus, Ricanus, and Aferus (Starting continent is based on this choice as well, See Races [pg. 2].)
3. Choose your Attribute; Intuition or Sense.
4. Choose your Temperament; Ideology, Rationality, Defense or Creativity.
5. Choose your Role; Mentor, Advocate, Coordinator, Engineer, Manager, Preserver, Operator or Entertainer.
6. Role variant unlocked after achievement of first level; by answering one archetypal question.

The Races:

Ropeaus, Aticus, Ricanus and Aferus are all on common grounds in the sense that they are all humans and all have access to the same attributes, temperaments, roles and variants. They differ in appearances only. All 'races' are based on actual racial taxonomy in the real world, and is by far the best way to describe they're only difference; Appearance.

Race/Origin

Skin Tone/Pigment level

<i>Ropeaus</i> – Europe(Europeas)	White	1
<i>Aticus</i> – Asia(Asiaticus)	Yellow	2
<i>Ricanus</i> – Americas(Americanus)	Brown	3
<i>Aferus</i> – Africa(Afer)	Black	4

Your Anthroprototype

An•Throp•Ro•Type

Noun

The culmination of psychometric evidence based on the four dichotomies of psychology, **Sociability** • **Reservation**, **Intuition** • **Sense**, **Perception** • **Practicality**, and **Proaction** • **Reaction** that represent an archetypal profile of any character. Example; an Inventor is **Social**, **Intuitive**, **Practical** and **Reactive** and an Inspector is **Reserved**, **Sensing**, **Perceptive**, and **Proactive**.

INTUITION

IDEOLOGY

Instructor<**MENTOR**>Counselor

Champion<**ADVOCATE**> Healer

RATIONALITY

Marshal<**COORDINATOR**>Mastermind

Inventor <**ENGINEER**> Architect

SENSE

DEFENSE

Director<**MANAGER**>Inspector

Provider<**PRESERVER**>Protector

CREATIVITY

Promoter<**OPERATOR**>Craftsman

Performer<**ENTERTAINER**>Composer

The Question:

Dichotomy Number One

Each role carries with it two variants which each stake 3 fundamental characteristics (Attribute, Temperament, Role), but differ in one vital way. **Reserved** or **Social**. Both options give a very subtle effect to each variant.

- **Social** characters are *action* oriented, while **Reserved** characters are *thought* oriented.
- **Social** characters seek *breadth* of knowledge and influence, while **Reserved** characters seek *depth* of knowledge and influence.
- **Social** characters often prefer more *frequent* interaction, while **Reserved** characters prefer more *substantial* interaction.
- **Social** characters recharge and get their energy from spending time with *people*, while **Reserved** characters recharge and get their energy from spending time *alone*.

Making this choice locks your character into only choosing roles of that type. Reservation and sociability are the two factoring attributes in all characters. Reservation eventually, at level four, gives a permanent +10% increase to skill gains, which are required to raise levels in roles and thus in temperaments and attributes,(lv1+3%, lv2+5%, lv3+7%, etc.) Sociability eventually gives a permanent +10% increase to reverence and notoriety gains, which are required for faction management and engagement and career advancement, most notably effecting monetary gains(lv1+3%, lv2+5%, lv3+7%, etc.). And there are two final, locking decisions: the choice between **reservation** and **sociability** and the choice of when to abandon your initial attribute; **Intuition** or **Sense** Dichotomy Number Two.

For example: a player creates a character in the role of Manager. He achieves level one by answering **Reserved**, and it is, from that point on, during the characters entire lifetime, that he becomes locked to advancing only through the following paths; **Inspector**, **Protector**, **Craftsman** and **Composer**. And only after achieving at least one level in those 4 variants attributed to **Sense**, and after choosing to lock the **Sense** tree in its current position for further development in **Intuition**, he can unlock **Counselor**, **Healer**, **Mastermind** and **Architect**. Meaning, you cannot return to leveling **Sense** oriented roles after locking and leaving it for **Intuition**.

The Temperaments:

Dichotomy Number Three

Ideology - Perceptive - Beliefs, Leadership, and Values giving a plus five to the Command and Accommodation skills.

Rationality - Practical - Reason, Knowledge, and Logic giving a plus five to Envisioning and Instruction.

Defense- Perceptive - Protection, Resistance, and Association giving a plus five to Collaboration, Command and Accommodation.

Creativity - Practical- Imagination, Ingenuity and Visualizations giving a plus five to Gathering, Crafting and Performance.

The Roles:

Dichotomy Number Four

Proactive Roles

- I. *Mentor*
- II. *Coordinator*
- III. *Manager*
- IV. *Operator*

Reactive Roles

- V. *Advocate*
- VI. *Engineer*
- VII. *Preserver*
- VIII. *Entertainer*

The roles dictate available Paths for your character. Paths are represented by professions such as Blacksmith, Tavernier, Weapons Mentor, Philosopher, Designer, etc. All professions require some ranks in, often times, more than one skill to acquire milestones and eventually promotions.

Paths:

All characters begin their life as a hunter or gatherer based on their Gender, no matter of role, male and female respectively.

Hunter(m)

Gatherer(f)

PATH LIST TO BE CONTINUED...

Character Development

The Skills:

Collaboration, Command, Accommodation, Gathering, Envisioning, Crafting, Performance and Instruction

The Collaboration, Command, Accommodation, Performance and Instruction skills encompass inter-character relationships and emotive effects on characters. Collaboration for increasing your effectiveness while working in groups, command for increasing your effectiveness while managing groups, accommodation for increasing your effectiveness while providing for groups, Performing for effectiveness of producing works of talent, written or performed and the execution of said works, Instruction for your effectiveness of increasing other's skills and the likelihood of changing ones theology or philosophy and in turn their roleplaying opinion.

Other skills are personal development skills and research and development skills. Gathering; for collecting resources, materials, ingredients, and supplies, Envisioning; for researching ideas, blueprints, theologies and philosophies, and Crafting for manufacturing goods, equipment, architecture and tools based on blueprints from the Envisioning skill.

Reverence and Notoriety:

Reverence and Notoriety are the two reputation measurements in the game. Reverence is how much the community at large looks to you for influence, inspiration and leadership. Notoriety is how much the community at large looks to you for immoralities, depravities and corruptions. Reverence can be increased by committing gracious acts, moving up in legitimate careers and cooperating with other members to a positive effect can bring great reverence returns. Notoriety can be increased by committing crimes and promoting a criminal lifestyle; and respectively cooperating with other members to a negative effect can bring great notoriety returns. Reverence and Notoriety ARE tracked publicly for all members to see. And certain gains in Reverence and Notoriety are required to move up in careers, achieve milestones and join factions.