

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.

<i>Race/Origin</i>	<i>Skin Tone/Pigment level</i>
<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 • Pragmatism, 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

MENTOR

Instructor
Counselor

ADVOCATE

Marshal
Healer

RATIONALITY

COORDINATOR

Champion
Mastermind

ENGINEER

Inventor
Architect

SENSE

DEFENSE

MANAGER

Director
Inspector

PRESERVER

Provider
Protector

CREATIVITY

OPERATOR

Promoter
Craftsman

ENTERTAINER

Performer
Composer

	Sense		Intuition		
RESERVED	Inspector	Craftsman	Counselor	Mastermind	<i>Proactive</i>
	Protector	Composer	Healer	Architect	<i>Reactive</i>
SOCIAL	Director	Promoter	Instructor	Champion	<i>Proactive</i>
	Provider	Performer	Marshal	Inventor	<i>Reactive</i>
	Perception	Pragmatism	Perception	Pragmatism	

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,(lvl1+3%, lvl2+5%, lvl3+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(lvl1+3%, lvl2+5%, lvl3+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

The Temperaments are not chosen, but instead are attributes of certain roles and can only be obtained upon character creation and completing all of a roles milestones.

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

Rationality - **Pragmatic** - 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 - **Pragmatic**- 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 designate your effectiveness at completing tasks in certain paths. Proactive roles give an increase in all Inter character skills(Collaboration, Command, Accommodation, Performance and *Instruction*) and Reactive roles give an increase in all Personal Development skills(Gathering, Envisioning, *Instruction* and Crafting). Notice each give an increase in effectiveness in the skill of instruction, Humans by and large tend to be great teachers.

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

Introduction to Technology:

- Fire and Cooking
- Shelter Construction
- Dyes
- Spears
- Burial
- Bow
- Flax Fiber Cloth
- Flute
- Hemp Fiber Rope
- Pottery

All settlements and tribes have a foresight of the abovementioned technologies; and can put any of them use after character creation.

Introduction to Philosophy:

- Metaphysics – the study of the ultimate nature of reality, being, and the world.
- Aesthetics - the study of sensory values, sometimes called judgments or sentiment and taste.

All tribesmen have a basic understanding in the line of Philosophical Metaphysics or Aesthetics. Metaphysics for Intuitive characters and Aesthetics for Sensing characters.

The Skills:

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

The Collaboration, Command, Accommodation, and Performance 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. Instruction; for your effectiveness of increasing other's skills and the likelihood of changing ones theology or philosophy and in turn their roleplaying opinion. 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.