

Individual Stats

[parent_page_villagesimulator](#)

- Name (main grouping)
 - Formal Name (introduced as)
 - Informal Name (friends know them as)
 - First Name
 - Other Names (middle names)
 - Last Name
 - Former Names (ie marriage, adoption etc)
 - [Recursive]
- Occupation (abstract)
 - Skill level (important if there are competing occupations)
- Time
 - Occupation (how much of a day is used for their occupation)
 - Social (for socialising with others outside of work)
 - Rest
 - Other (for spare time)
- Relationships
 - ID (either family, community or individual)
 - Trust type (informal/friend, formal/business, ideology/religion/love)
 - Trust level
 - Reputation (similar to trust and can be used as a starting trust level by community members that are first introduced)
 - Types (of relationship - friend, relative, employee etc - may be more than one)
 - Update Age (last time this relationship was updated)
- Personality
 - Idiosyncrasies (traits that may be randomly liked or disliked by others)
 - Hobbies (actions that may be common grounds for relationships)
 - Aberations (actions that are disliked by all if found out e.g. murder, theft, fraud - anything antisocial)
 - Abnormality (actions that are only liked by others with the same abnormality e.g. being tone deaf, having OCD, being a militant athiest)
 - Appearance (appeal to different levels of society, general behaviour as well as appearance - initial impressions always colour later relationships)
 - Attractiveness (sex appeal)
 - Trustworthiness (honest face)

— CategoryGames

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