TYPE	APPEARANCE		MOTIVATOR		PERSONALITY								IDENTITY
Adventurer	Dark	Muscular	Achievement	Enslavement	Active	Brilliant	Ebullient	Genuine	Independent	Magnanimous	Personable	Spontaneous	
Attacker	Fat	Overweight	Acquisition	Heroism	Adventurous	Charming	Eloquent	Gracious	Innovative	Mature	Profound	Sympathetic	
Debater	Heavy	Plump	Adventure	Lead	Alert	Compassionate	Esthetic	Herioc	Intelligent	Methodical	Rational	Thorough	
Invader	Large	Tall	Competition	Power	Allocentric	Confident	Extraordinary	Humble	Intuitive	Optimistic	RespectfulSage	Urbane	
Pioneer	Giant	Strong	Conflict	Rebellion	Amiable	Courageous	Farsighted	Idealistic	Knowledge	Original	Sane	Vivacious	
Warrior	Masculine	Young	Conquest	Torment	Athletic	Decent	Firm	Incisive	Liberal	Passionate	Sophisticated	Winning	
Commander	Beautiful	Handsome	Balance	Guide	Ambitious	Chummy	Determined	Enigmatic	Hypnotic	Neutral	Predictable	Skeptical	
Executive	Blonde	Neat	Chaos	Honor	Amusing	Circumspect	Dominating	Experimental	Impassive	Obedient	Pure	Smooth	
Logician	Brunette	Ordinary	Corruption	Nobility	Artful	Competitive	Dreamy	Folksy	Intense	Ordinary	Questioning	Soft	
Mediator	Curvy	Plain	Creation	Order	Authoritarian	Complex	Driving	Formal	Mellow	Outspoken	Quiet	Solemn	
Observer	Fit	Slender	Destruction	Service	Breezy	Contradictory	Earthy	Frugal	Modern	Physical	Sarcastic	Strict	
Strategist	Gorgeous	Smart	Education	Understanding	Casual	Crisp	Emotional	Glamorous	Mystical	Placid	Sensual	Whimsical	
Advocate	Albino	Short	Adration	Liberation	Abrasive	Barbaric	Complacent	Devious	Foolish	Lazy	Obnoxious	Resentful	
Campaigner	Cute	Slim	Beneficence	Peace	Aimless	Bizarre	Conceited	Dull	Fraudulent	Libidinous	Obsessive	Shallow	
Civilian	Feminine	Skinny	Domesticity	Purity	Amoral	Brutal	Conventional	Egocentric	Gloomy	Malicious	Odd	Sloppy	
Consultant	Light	Small	Entertainment	Play	Arbitrary	Callous	Cynical	Erratic	Greedy	Miserable	Outrageous	Timid	
Defender	Old	Thin	Healthy	Proselytization	Arrogantt	Childish	Demanding	Extravagant	Hostile	Narrow	Passive	Vague	
Entertainer	Pale	Tiny	Hedonism	Recognition	Artificial	Clumsy	Desperate	Faithless	Ignorant	Neglectful	Quirky	Weak	

Create an Automated World
Role-playing characters
Stories with morals or lessons
Examining personal actions of self and others

Non-Verbal Communication
A platform allows people to share feelings and experiences
Gives wearers the power of superintelligence, telekinesis, and total control over the internet
Subjectivity is real, consciousness is real

VR+AI = Intelligent Virtual Environments
The virtual robot has no risk of damage, trainee safety
hazards, or accessibility constraints

Rewiring the Real World
Replicate any entire environment so as to look convincingly
real to human senses

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