

HOIAS ENTITY INTERFACE

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

———{⊛}———

[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Entity]

'username' Displays the name an entity enters for themselves when they unlock the system. If an entity unlocks parts of the system early, is deemed insufficiently intelligent, or doesn't enter a name for themselves this is shown as "unnamed". An "unnamed" entity can enter their name when they meet the aforementioned conditions and select 'username'. An entity's 'username' is the name displayed on all System related things including the market and leaderboard unless the entity has some feature to subvert it. While theoretically possible it's not simple to change an entity's 'username'.

'slotted_title' Displays the entity's currently slotted title. Only one title can be slotted at a time, and when slotted each title gives a special bonus on top of its general effects. If an entity no longer meets the requirements for a title or the title has become a higher version it can't be slotted. To slot a title select 'slotted_title' and then select the desired title from the list that appears. If an entity has no titles that can be slotted this entry is not shown on their interface, however if an entity has simply chosen to not slot a title this entry is still shown under the Titles tab.

'primary_race' Displays the entity's current primary race. Primary races are explored in more detail in its entry under the [Race] tab.

? Displays the entity's current race level and grade in the form Lv.# ?. (ex.: Lv.54 D)

'username' | 'slotted_title' | 'primary_race' | ?

- ▼ Titles {
 - 'slotted_title'
 - ▶ 'title_#_name' - 'rarity'
 - ... }
 - ▶ Administrator Privileges - ?
 - ▶ Race - ?
 - ▶ Classes - ?
 - ▶ Equipment Slots - ?/?
 - ▶ Quests - ?
 - ▶ Skills - ?/?
 - ▶ Achievements - ?
 - ▶ Stats - ?
 - ▶ I Frame - ?
 - ▶ Inheritances - ?
 - ▶ Wyrdiceres - ?
 - ▶ Pacts - ?
 - {⊛}———
- [↻] Market
- [↻] Leaderboard
- [↻] HOIAS Entity Log

[Titles]

Titles can't be lost even if they no longer meet the titles requirements; however, they can become updated versions of the title (e.g.:). Under the Titles tab there is the entity's currently slotted title as well as a list of each title they have.

? Displays the number of titles that the entity currently meets the requirements of.

'slotted_title' Displays the entity's currently slotted title. Only one title can be slotted at a time, and when slotted each title gives a special bonus on top of its general effects. If an entity no longer meets the requirements for a title or the title has become a higher version it can't be slotted. To slot a title select 'slotted_title' and then select the desired title from the list that appears. If an entity has no titles that can be slotted this entry is not shown on their interface, however if an entity has simply chosen to not slot a title this entry is still shown under the Titles tab.

'title_#_name' Displays the name of the title.

'rarity' Displays the rarity of the title. See [rarity chains](#) for more info.

```

'username' | 'slotted_title' | 'primary_race' | ?
[▼ Titles {
  'slotted_title'
  [▼ 'title_#_name' {
    'rarity'
    'are_requirements_met', 'requirements'
    'title_description/effects'
    'title_flavor_text' }}
  ... }}]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  ————{⌘}————
[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

```

[Titles]

Titles can't be lost even if they no longer meet the titles requirements; however, they can become updated versions of the title (e.g.:). Under the Titles tab there is the entity's currently slotted title as well as a list of each title they have.

'title_#_name' Displays the name of the title.

'rarity' Displays the rarity of the title. See **rarity chains** for more info.

'are_requirements_met' Is displayed as “requirements met” or “requirements not met” and indicates if the entity still meets the requirements for the title in question.

'requirements' Displays a summary of the requirements an entity must meet to acquire the title.

'requirements' Displays a summary of the requirements an entity must meet to acquire the title.

'title_description/effects' Displays a basic description of the title as well as a summary of its effects.

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▼ Administrator Privileges {

'admin_rank'

'admin_domain'

'admin_privileges'

[▢ Innerealm]

[▢ Exterealm]

[▢ Domain Log]

[▢ Domain Terminal]

[▢ Admin Terminal]

[▢ Enter MOD Key]]}

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

———{⊛}———

[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Administrator Privileges]

Error

? Displays the entity's current admin rank in the form #.

'error' Error.

Admin Ranks:

N/A - Non Admin without any admin privileges

↳ **Unlocks:** Admin Rank, ▢ Enter MOD Key

0 - Non Admin but has some admin privileges

↳ **Unlocks:** Admin Privileges, ▢ Admin Terminal

1 - World Admin (Unlocked by Domain, or Realm)

↳ **Innerealm Unlocks:** ▢ Innerealm

↳ **Exterealm Unlocks:** ▢ Exterealm

↳ **Domain Unlocks:** Admin Domain, ▢ Domain Log,
▢ Domain Terminal

2 - Realm Admin

3 - Server Admin

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▼ Race {
 - 'primary_race' - ?
 - ?/?
 - 'subraces'
 - 'race_rarity' 'race_rank'
 - 'race_description'
 - 'race_flavor_text'
 - [▶ Ancestry - 'awakening_status']
 - [▶ Lineages - 'true_name' 'family_name']
 - [▶ Bloodlines - ?] }}
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]

—————{⊛}—————

- [↻ Market]
- [↻ Leaderboard]
- [↻ HOIAS Entity Log]

[Race]

An entity's race is a distinct population within a species that is distinct in some way, additionally being from a different species are also considered different races (e.g.: worker ant, queen ant, and small anteater are all different races)... [read more](#)

? Displays the entity's current race level and grade in the form Lv.# ? (ex.: Lv.54 D).

'primary_race' - ? Displays the name of the entity's current primary race followed by the entity's current race level and grade in the form Lv.# ? (ex.: Lv.21 A).

'subraces' Displays a list of the entity's current subraces.

'race_rank' Displays the rank #, rank name, stage # and base energy percentage (%Race) of the entity's current race along with the entity's total total base energy percentage in the form: "Rank #, ?, Stage #, %Total (+%Race)" (e.g.: Rank 1, Apprentice, Stage 1, 105% (+100%)).

'race_description' Displays a basic description of the entity's current race including changes due to subraces.

Ancestry - 'awakening_status' Is a sub-tab pertaining to the entity's ancestry. **'awakening_status'** Displays the awakening status of the ancestry.

Lineages - 'true_name' 'family_name' Is a sub-tab pertaining to the entity's family lineage and previous races. **'true_name' 'family_name'** Displays the true name and family name of the entity.

Bloodlines - ? Is a sub-tab pertaining to the entity's bloodlines. ? Displays how many bloodlines the entity has awakened.

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▼ Race {
 - 'primary_race' - ?
 - 'subraces'
 - 'race_rarity' 'race_rank'
 - 'race_description'
 - 'race_flavor_text'
 - [▶ Ancestry - 'awakening_status']
 - [▶ Lineages - 'true_name' 'family_name']
 - [▶ Bloodlines - ?] }}
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⊛}———

[↻ Market]

[↻ Leaderboard]

[↻ HOIAS Entity Log]

[Race]

An entity's race is a distinct population within a species that is distinct in some way, additionally being from a different species are also considered different races (e.g.: worker ant, queen ant, and small anteater are all different races).

Entities typically undergo a primary race evolution upon reaching a higher rank, evolution options vary but generally they stay in the same species (e.g.: a soldier ant might become a commander ant). Most primary races have at least one default race evolution and a few have more; however for more (and generally more powerful) options an entity must meet the evolution's requirements.

Ranks are divided into stages, and at each new stage an entity chooses an additional subrace (different stages generally offer different subraces). Subraces are variations in the primary race (e.g.: the worker ant primary race might have the subrace large worker ant). Like primary races generally there are at least one default subraces at each stage; however for more (and generally more powerful) options an entity must meet the subrace's requirements.

Most primary races have some affinities, special organs, traits, skills, equipment slots, etc.. All primary races have a base energy percentage which determines how much exp it takes to level up and the general stat bonuses from these level ups. Each also has different general stat distributions.

Subraces modify and add to, and on the rare occasion subtract from, the aforementioned benefits of the primary race.

Both primary races and subraces give their benefits upon acquisition rather than at some level; however some benefits might scale with the entity's level.

[read less](#)

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▼ Race {
 - 'primary_race' - ?
 - 'subraces'
 - 'race_rarity' 'race_rank'
 - 'race_description'
 - 'race_flavor_text'
 - [▼ Ancestry {
 - 'ancestry'
 - 'awakening_status'
 - 'awakening_effects'
 - 'awakening_flavor_text' }}
 - [▶ Lineages - 'true_name' 'family_name']
 - [▶ Bloodlines - ?] }
 - [▶ Classes - ?]
 - [▶ Equipment Slots - ?/?]
 - [▶ Quests - ?]
 - [▶ Skills - ?/?]
 - [▶ Achievements - ?]
 - [▶ Stats - ?]
 - [▶ I Frame - ?]
 - [▶ Inheritances - ?]
 - [▶ Wyrdiceres - ?]
 - [▶ Pacts - ?]
 - {⚙}———
- [🔗 Market]
- [🔗 Leaderboard]
- [🔗 HOIAS Entity Log]

[Race]

An entity's race is a distinct population within a species that is distinct in some way, additionally being from a different species are also considered different races (e.g.: worker ant, queen ant, and small anteater are all different races)... [read more](#)

'ancestry' Displays the entity's **ancestry** (e.g.: Biota Fauna or Natherl Fcula).

'awakening_status' Displays the **awakening status** of their ancestry (ex.: Tranaskend 21.84%).

'awakening_effects' Displays the effects that the ancestry gives the entity at ancestry's current awakening status, this entry disappears if the 'awakening_status' is Dormant.

- 'username' | 'slotted_title' | 'primary_race' | ?
- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▼ Race {
- 'primary_race' - ?
- 'subraces'
- 'race_rarity' 'race_rank'
- 'race_description'
- 'race_flavor_text'
- [▶ Ancestry - 'awakening_status']
- [▼ Lineages {
- 'true_name'
- [▶ Pedigree - 'family_name']
- [▶ 'race_#' - ?]
- ... }
- [▶ Bloodlines - ?] }
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⚙}
- [↻ Market]
- [↻ Leaderboard]
- [↻ HOIAS Entity Log]

[Race]

An entity's race is a distinct population within a species that is distinct in some way, additionally being from a different species are also considered different races (e.g.: worker ant, queen ant, and small anteater are all different races)... [read more](#)

'true_name' Displays the entity's true nam. When selected by the entity it gives a slight understanding of the intent carried by the nam.

Pedigree - 'family_name' Is a sub-sub-tab pertaining to the benefits/detriments the entity received from past generations and will pass down to future generations. **'family_name'** displays the entity's family nam.

'race_#' - ? Are sub-sub-tabs pertaining to the past primary races of the entity. ? Displays their **rank** number and grade.

```

'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▼ Race {
  'primary_race' - ?
  'subraces'
  'race_rarity' 'race_rank'
  'race_description'
  'race_flavor_text'
  [▶ Ancestry - 'awakening_status']
  [▼ Lineages {
    'true_name'
    [▼ Pedigree - 'family_name']
    'family_name'
    'received_pedigree_effects'
    'pedigree_effects' }}
    [▶ 'race_#' - ?]
    ... }}
  [▶ Bloodlines - ?] }}
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  ————{⊛}————
[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

```

[Race]

An entity's race is a distinct population within a species that is distinct in some way, additionally being from a different species are also considered different races (e.g.: worker ant, queen ant, and small anteater are all different races)... [read more](#)

'family_name' Displays the entity's family nam.

'received_pedigree_effects' Displays the benefits/detriments you received from past generations. These are things such as additional base energy percentage and its general stat breakdown, affinities, special organs, traits, skills, equipment slots, etc. generally pedigree effects tend towards being related to [Stats] then other parts of the HOIAS.

'pedigree_effects' Displays the benefits you could have received as well as any additional benefits/detriments you could pass down to future generations. These are things such as additional base energy percentage and its general stat breakdown, affinities, special organs, traits, skills, equipment slots, etc. generally pedigree effects tend towards being related to [Stats] then other parts of the HOIAS.

```

'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▼ Race {
  'primary_race' - ?
  'subraces'
  'race_rarity' 'race_rank'
  'race_description'
  'race_flavor_text'
  [▶ Ancestry - 'awakening_status']
  [▼ Lineages {
    'true_name'
    [▶ Pedigree - 'family_name']
    [▼ 'race_#' {
      'race_#_rarity' 'race_#_rank'
      'race_#_subraces'
      'race_#_description'
      'race_#_flavor_text' }}
    ... }}
  [▶ Bloodlines - ?] }}
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  ————{⊛}————
[↻ Market]
[↻ Leaderboard]
[↻ HOIAS Entity Log]

```

[Race]

An entity's race is a distinct population within a species that is distinct in some way, additionally being from a different species are also considered different races (e.g.: worker ant, queen ant, and small anteater are all different races)... [read more](#)

'race_#_rank' Displays the rank and base energy percentage (e%) of race_# in the form Rank #, ?, r% (ex.: Rank 1, Disciple, 100%).

'race_#_subraces' Displays a list of the subraces the entity chose for this race.

'race_#_description' Displays a basic description of 'race_#'.

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▼ Race {
 - 'primary_race' - ?
 - 'subraces'
 - 'race_rarity' 'race_rank'
 - 'race_description'
 - 'race_flavor_text'
 - [▶ Ancestry - 'awakening_status']
 - [▶ Lineages - 'true_name' 'family_name']
 - [▼ Bloodlines {
 - [▶ 'bloodline_#' - 'awakening_status']
 - ... }]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]

————— {⚙} —————

- [🔗 Market]
- [🔗 Leaderboard]
- [🔗 HOIAS Entity Log]

[Race]

An entity's race is a distinct population within a species that is distinct in some way, additionally being from a different species are also considered different races (e.g.: worker ant, queen ant, and small anteater are all different races)... [read more](#)

'bloodline_#' Displays the bloodline name of 'bloodline_#' (e.g.: Divine Dragon, or Temporal Fox). Bloodlines are somewhere between an entity's Pedigree and an entity's Ancestry and can be acquired after birth. Additionally, some different bloodlines can share names.

'awakening_status' Displays the awakening status of 'bloodline_#' (e.g.: 21.84%).

```

'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▼ Race {
  'primary_race' - ?
  'subraces'
  'race_rarity' 'race_rank'
  'race_description'
  'race_flavor_text'
  [▶ Ancestry - 'awakening_status']
  [▶ Lineages - 'true_name' 'family_name']
  [▼ Bloodlines {
    [▼ 'bloodline_#' {
      'awakening_status'
      'awakening_effects'
      'awakening_flavor_text' }]
    ... }] ]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  ————{⊛}—————
[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

```

[Race]

An entity's race is a distinct population within a species that is distinct in some way, additionally being from a different species are also considered different races (e.g.: worker ant, queen ant, and small anteater are all different races)... [read more](#)

'bloodline_#' Displays the bloodline name of 'bloodline_#' (ex.: Divine Dragon, or Temporal Fox). Bloodlines are somewhere between an entity's Pedigree and an entity's Ancestry and can be acquired after birth. Additionally, some different bloodlines can share names.

Note: I might want to add an entry for if it was inborn or implanted.

'awakening_status' Displays the awakening status of 'bloodline_#' (ex.: text 21.84%).

'awakening_effects' Displays the effects that the 'bloodline_#' gives the entity at bloodline's current awakening status, this entry disappears if the 'awakening_status' is Dormant.

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▼ Classes {

 |▶ Preternatural - ?/?]

 |▶ Transcendent - ?/?]

 |▶ Metaphysical - ?/?]

 |▶ Supreme - ?/?] }

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

 ———{⚙}———

[🔗 Market]

[🔗 Leaderboard]

[🔗 HOIAS Entity Log]

[Classes]

class_text... [read more](#)

'text' text.

Note consider adding rank and rarity to classes in entity interface

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▼ Classes {

 [▶ Preternatural - ?/?]

 [▶ Transcendent - ?/?]

 [▶ Metaphysical - ?/?]

 [▶ Supreme - ?/?] }

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

 {⚙}

[🔗 Market]

[🔗 Leaderboard]

[🔗 HOIAS Entity Log]

[Classes]

expanded_class_text

[read less](#)

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▼ Classes {

[▼ Preternatural {

 'available_levels'

 [▢ Available Preternatural Classes]

 [▶ 'p.class_#' - ?/?]

 ... }]

[▶ Transcendent - ?/?]

[▶ Metaphysical - ?/?]

[▶ Supreme - ?/?]]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

———{⊛}———

[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Classes]

class_text... [read more](#)

'text' text.

```

'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▼ Classes {
  [▼ Preternatural {
    'available_levels'
    [▢ Available Preternatural Classes]
    [▼ 'p.class_#' {
      'p.c#_rarity' 'p.c#_rankname', ?/?
      'p.c#_effect'
      'p.c#_flavor_text' }}
    ... }}
  [▶ Transcendent - ?/?]
  [▶ Metaphysical - ?/?]
  [▶ Supreme - ?/?] }}]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  ————{⊛}—————
[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

```

[Classes]

class_text... [read more](#)

'p.class_#' text.

?/? text.

'p.class_#_effect' text.

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▼ Classes {
 - [▶ Preternatural - ??]
 - [▼ Transcendent {
 - 'available_levels'
 - [▢ Available Transcendent Classes]
 - [▶ 't.class_#' - ??]
 - ... }
 - [▶ Metaphysical - ??]
 - [▶ Supreme - ??] }
- [▶ Equipment Slots - ??]
- [▶ Quests - ?]
- [▶ Skills - ??]
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⊛}———
- [▢ Market]
- [▢ Leaderboard]
- [▢ HOIAS Entity Log]

[Classes]

class_text... [read more](#)

'text' text.

```

'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▼ Classes {
  [▶ Preternatural - ?/?]
  [▼ Transcendent {
    'available_levels'
    [▢ Available Transcendent Classes]
    [▼ 't.class_#' {
      't.c#_rarity' 't.c#_rankname', ?/?
      't.c#_effect'
      't.c#_flavor_text' }]
    ... }]
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  [▶ Supreme - ?/? ]]
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[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▶ Stats - ?]
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[Classes]

class_text... [read more](#)

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?/? text.

't.class_#_effect' text.

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[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

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[▶ Transcendent - ?/?]

[▼ Metaphysical {

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[▢ Available Metaphysical Classes]

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... }]

[▶ Supreme - ?/?]]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Classes]

class_text... [read more](#)

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
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  [▶ Transcendent - ?/?]
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    [▢ Available Metaphysical Classes]
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      'm.c#_rarity' 'm.c#_rankname', ?/?
      'm.c#_effect'
      'm.c#_flavor_text' }}
    ... }}]
  [▶ Supreme - ?/? ]]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
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[▢ HOIAS Entity Log]

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[Classes]

class_text... [read more](#)

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'm.class_#_effect' text.

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[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

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[▶ Transcendent - ?/?]

[▶ Metaphysical - ?/?]

[▼ Supreme {

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 [▢ Available Supreme Classes]

 [▶ 's.class_#' - ?/?]

 ... }]]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Classes]

class_text... [read more](#)

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[▶ Administrator Privileges - ?]
[▶ Race - ?]
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  [▶ Transcendent - ?/?]
  [▶ Metaphysical - ?/?]
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    [▢ Available Supreme Classes]
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      's.c#_rarity' 's.c#_rankname', ?/?
      's.c#_effect'
      's.c#_flavor_text' }}
    ... }}]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
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[Classes]

class_text... [read more](#)

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?/? text.

'class_#_effect' text.

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[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

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 ... }]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[🔗 Market]

[🔗 Leaderboard]

[🔗 HOIAS Entity Log]

[Equipment Slots]

equipment_slot_text... [read more](#)

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[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

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 ['slot_type' - ??]

 ... }]

[▶ Quests - ?]

[▶ Skills - ??]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Equipment Slots]

expanded_equipment_slots_text

[read less](#)

[links need updating]

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[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▼ Quests {

 | [▶ Regional Quests - ?]

 | [▶ Active Quests - ?]

 | [▶ Available Quests - ?]}]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[Quests]

text... [read more](#)

'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▼ Quests {

| [▶ Regional Quests - ?]

| [▶ Active Quests - ?]

| [▶ Available Quests - ?]}]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[🔗 Market]

[🔗 Leaderboard]

[🔗 HOIAS Entity Log]

[Quests]

text in full

[read less](#)

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▼ Quests {

 [▼ Regional Quests {

 [▶ 're.quest_#_name' - ?]

 ... }]

 [▶ Active Quests - ?]

 [▶ Available Quests - ?] }]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[🏠 Market]

[🏠 Leaderboard]

[🏠 HOIAS Entity Log]

[Quests]

text... [read more](#)

'text' text.

```

'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ??]
[▼ Quests {
  [▼ Regional Quests - ?]
  | [▼ 're.quest_#_name' {
  |   're.quest_#_difficulty'
  |   [▢ Quest Leaderboard]
  |   're.quest_#_ranking' - 'quest_#_contribution'
  |   're.quest_#_description'
  |   're.quest_#_flavor_text' }]
  | ... }]
  [▶ Active Quests - ?]
  [▶ Available Quests - ?] }]
[▶ Skills - ??]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  ———— {⊛} ————
[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

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[Quests]

text... [read more](#)

'text' text.

description includes/talks about rewards

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▼ Quests {

 [▶ Regional Quests - ?]

 [▼ Active Quests {

 [▶ 'ac.quest_#_name' - ?]

 ... }]

 [▶ Available Quests - ?]]]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[↻ Leaderboard]

[↻ HOIAS Entity Log]

[Quests]

text... [read more](#)

'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ??]

[▼ Quests {

[▶ Regional Quests - ?]

[▼ Active Quests {

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'ac.quest_#_difficulty'

'ac.quest_#_description'

'ac.quest_#_progress'

'ac.quest_#_flavor_text' }]

... }]

[▶ Available Quests - ?] }

[▶ Skills - ??]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[🌐 Market]

[🌐 Leaderboard]

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[Quests]

text... [read more](#)

'text' text.

description includes/talks about rewards

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▼ Quests {

 |▶ Regional Quests - ?]

 |▶ Active Quests - ?]

 |▼ Available Quests {

 |▶ 'av.quest_#_name' - ?]

 | ... }]]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[🔗 Leaderboard]

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[Quests]

text... [read more](#)

'text' text.

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[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▼ Quests {

[▶ Regional Quests - ?]

[▶ Active Quests - ?]

[▼ Available Quests {

[▼ 'av.quest_#_name' {

'av.quest_#_difficulty'

'av.quest_#_description'

'av.quest_#_flavor_text' }]

... }]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[🌐 Market]

[🌐 Leaderboard]

[🌐 HOIAS Entity Log]

[Quests]

text... [read more](#)

'text' text.

description includes/talks about rewards

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[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▼ Skills {

 [▢ New Skills]

 [▢ Skill Merging]

 [▶ 1st Layer Skills - ?/?]

 [▶ 2nd Layer Skills - ?/?]

 [▶ 3rd Layer Skills - ?/?]}]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Skills]

text... [read more](#)

'text' text.

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[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

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| [▢ Skill Merging]

| [▢ Donate Skills]

| [▶ 1st Layer Skills - ?/?]

| [▶ 2nd Layer Skills - ?/?]

| [▶ 3rd Layer Skills - ?/?] }]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Skills]

text in full

[read less](#)

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▼ Skills {
 - [▢ New Skills]
 - [▢ Skill Merging]
 - [▢ Donate Skills]
 - [▼ 1st Layer Skills {
 - ?/?
 - [▶ '1L_Skill_#' - ?]
 - ... }
 - [▶ 2nd Layer Skills - ?/?]
 - [▶ 3rd Layer Skills - ?/?]}]
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⊛}———
- [▢ Market]
- [▢ Leaderboard]
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[Skills]

text... [read more](#)

'text' text.

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▼ Skills {
  [▢ New Skills]
  [▢ Skill Merging]
  [▢ Donate Skills]
  [▼ 1st Layer Skills {
    ?/?
    [▼ '1L_skill_#' {
      [▶ Core Skills - ?]
      [▶ Subsidiary Skills - ?]
      '1L.s#_rarity' '1L.s#_rankname', ?
      '1L.s#_description'
      Effect: ?
      Efficiency: ?
      Expenditure: ?
      Free: ? }}
    ... }}
  [▶ 2nd Layer Skills - ?/?]
  [▶ 3rd Layer Skills - ?/? ]]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[▢ Market]
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[▢ HOIAS Entity Log]

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[Skills]

text... [read more](#)

'text' text.

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'username' | 'slotted_title' | 'primary_race' | ?
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[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▼ Skills {
  [▢ New Skills]
  [▢ Skill Merging]
  [▢ Donate Skills]
  [▼ 1st Layer Skills {
    ?/?
    [▼ '1L_skill_#' {
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        ... }
      [▶ Subsidiary Skills - ?]
        '1L.s#_rarity' '1L.s#_rankname', ?
        '1L.s#_description'
        Effect: ?
        Efficiency: ?
        Expenditure: ?
        Free: ? }}
      ... }
    [▶ 2nd Layer Skills - ?/?]
    [▶ 3rd Layer Skills - ?/?] }}
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[▢ Leaderboard]
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[Skills]

text... [read more](#)

'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▼ Skills {
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 - [▢ Skill Merging]
 - [▢ Donate Skills]
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 - [▼ '1L_skill_#' {
 - [▶ Core Skills - ?]
 - [▼ Subsidiary Skills {
 - '1L.s#_subskill_#'
 - ... }
 - '1L.s#_rarity' '1L.s#_rankname', ?
 - '1L.s#_description'
 - Effect: ?
 - Efficiency: ?
 - Expenditure: ?
 - Free: ? }}
 - ... }
 - [▶ 2nd Layer Skills - ?/?]
 - [▶ 3rd Layer Skills - ?/?]}
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
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- [▢ Leaderboard]
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[Skills]

text... [read more](#)

'text' text.

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- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
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- [▶ Quests - ?]
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 - [▢ Skill Merging]
 - [▢ Donate Skills]
 - [▶ 1st Layer Skills - ?/?]
 - [▼ 2nd Layer Skills {
 - ??
 - [▶ '2L_Skill_#' - ?]
 - ... }
 - [▶ 3rd Layer Skills - ?/?]}]
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
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[Skills]

text... [read more](#)

'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
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 - [▢ New Skills]
 - [▢ Skill Merging]
 - [▢ Donate Skills]
 - [▶ 1st Layer Skills - ?/?]
 - [▼ 2nd Layer Skills {
 - ??
 - [▼ '2L_skill_#' {
 - '2L.s#_rarity' '2L.s#_rankname', ?
 - '2L.s#_description'
 - Effect: ?
 - Efficiency: ?
 - Expenditure: ?
 - Free: ? }}
 - ... }
 - [▶ 3rd Layer Skills - ?/?]]
- [▶ Achievements - ?]
- [▶ Stats - ?]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
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- [▢ Market]
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[Skills]

text... [read more](#)

'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▼ Skills {

 [▢ New Skills]

 [▢ Skill Merging]

 [▢ Donate Skills]

 [▶ 1st Layer Skills - ?/?]

 [▶ 2nd Layer Skills - ?/?]

 [▼ 3rd Layer Skills {

 ?/?

 [▶ '3L_Skill_#' - ?]

 ... }] }

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[▢ Market]

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[▢ HOIAS Entity Log]

[Skills]

text... [read more](#)

'text' text.

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▼ Skills {
  [▢ New Skills]
  [▢ Skill Merging]
  [▢ Donate Skills]
  [▶ 1st Layer Skills - ?/?]
  [▶ 2nd Layer Skills - ?/?]
  [▼ 3rd Layer Skills {
    ?/?
    [▼ '3L_skill_#' {
      '3L.s#_rarity' '3L.s#_rankname', ?
      '3L.s#_description'
      Effect: ?
      Efficiency: ?
      Expenditure: ?
      Free: ? }}
    ... }}]
[▶ Achievements - ?]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[▢ Market]
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[▢ HOIAS Entity Log]

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[Skills]

text... [read more](#)

'text' text.

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[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▼ Achievements {

 | 'path_name' - ?

 | 'path_rarity' 'path_rank'

 | 'path_description'

 | 'path_next_stage_requirements'

 | 'path_flavor_text'

 |▶ Previous Achievements - ?]

 |▶ Current Achievements - ?] }

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[🌐 Market]

[🌐 Leaderboard]

[🌐 HOIAS Entity Log]

[Achievements]

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'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▼ Achievements {

 | 'path_name' - ?

 | 'path_rarity' 'path_rank'

 | 'path_description'

 | 'path_next_stage_requirements'

 | 'path_flavor_text'

 |▶ Previous Achievements - ?]

 |▶ Current Achievements - ?] }

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

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[🌐 Market]

[🌐 Leaderboard]

[🌐 HOIAS Entity Log]

[Achievements]

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▼ Achievements {
  'path_name' - ?
  'path_rarity' 'path_rank'
  'path_description'
  'path_next_stage_requirements'
  'path_flavor_text'
  [▼ Previous Achievements {
    [▶ 'pre.achievement_#' - 'pre.ach#_difficulty']
    ... }]
  [▶ Current Achievements - ?] ]}
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[🌐 Market]
[🌐 Leaderboard]
[🌐 HOIAS Entity Log]

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[Achievements]

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
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[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▼ Achievements {
  'path_name' - ?
  'path_rarity' 'path_rank'
  'path_description'
  'path_next_stage_requirements'
  'path_flavor_text'
  [▼ Previous Achievements {
    [▼ 'pre.achievement_#' {
      'pre.ach#_difficulty'
      'pre.ach#_requirements_met'
      'pre.ach#_rewards'
      'pre.ach#_flavor_text' }]
    ... }]
  [▶ Current Achievements - ?] }]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[Achievements]

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'username' | 'slotted_title' | 'primary_race' | ?
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[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▼ Achievements {
  'path_name' - ?
  'path_rarity' 'path_rank'
  'path_description'
  'path_next_stage_requirements'
  'path_flavor_text'
  [▶ Previous Achievements - ?]
  [▼ Current Achievements {
    [▶ 'cur.achievement_#' - 'cur.ach#_difficulty']
    ... }]}]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[🌐 Leaderboard]
[🌐 HOIAS Entity Log]

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[Achievements]

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▼ Achievements {
  'path_name' - ?
  'path_rarity' 'path_rank'
  'path_description'
  'path_next_stage_requirements'
  'path_flavor_text'
  [▶ Previous Achievements - ?]
  [▼ Current Achievements {
    [▼ 'cur.achievement_#' {
      'cur.ach#_difficulty'
      'cur.ach#_requirements_met'
      'cur.ach#_rewards'
      'cur.ach#_flavor_text'
      [▢ Claim Rewards] }}
    ... }} ]
[▶ Stats - ?]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[▢ Market]
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[▢ HOIAS Entity Log]

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[Achievements]

text... [read more](#)

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'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▼ Stats {
 - 'consciousness_type' - 'intelligence_stage'
 - [▣ Entity Model - ?%]
 - [▶ General Stats - ?]
 - [▶ Affinities - ?]
 - [▶ Physiques - ?]
 - [▶ Psyches - ?]
 - [▶ Special Stats - ?] }
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⊗}———
- [▣ Market]
- [▣ Leaderboard]
- [▣ HOIAS Entity Log]

[Stats]

text... [read more](#)

'text' text.

'consciousness_type' #prefixe-sentient/sapient/sophont (ex.: humans are unisapient) the prefix represents how many trains of thought the creature can have

'intelligence_stage' what stage of intelligence the entity is (ex.: humans are stage 3)

'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▼ Stats {
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 [▢ Entity Model - ?%]
 [▶ General Stats - ?]
 [▶ Affinities - ?]
 [▶ Physiques - ?]
 [▶ Psyches - ?]
 [▶ Special Stats - ?] }]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

[Stats]

text in full

[read less](#)

- 'username' | 'slotted_title' | 'primary_race' | ?
- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▼ Stats {
 - 'consciousness_type' - 'intelligence_stage'
 - [▢ Entity Model - ?%]
 - [▼ General Stats {
 - Body Attack: ?
 - Body Agility: ?
 - Body Constitution: ?
 - Body Defence: ?
 - Body Sense: ?
 - Soul Attack: ?
 - Soul Agility: ?
 - Soul Constitution: ?
 - Soul Defence: ?
 - Soul Sense: ?
 - [▶ Distributable Stats - ?] }
 - [▶ Affinities - ?]
 - [▶ Physiques - ?]
 - [▶ Psyches - ?]
 - [▶ Special Stats - ?] }
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⊛} ———
- [▢ Market]
- [▢ Leaderboard]
- [▢ HOIAS Entity Log]

[Stats]

text... [read more](#)

'text' text.

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▼ Stats {
  'consciousness_type' - 'intelligence_stage'
  [▢ Entity Model - ?%]
  [▼ General Stats {
    Body Attack: ?
    Body Agility: ?
    Body Constitution: ?
    Body Defence: ?
    Body Sense: ?
    Soul Attack: ?
    Soul Agility: ?
    Soul Constitution: ?
    Soul Defence: ?
    Soul Sense: ?
    [▼ Distributable Stats {
      'distributable_stat_type_#': ?
      ... } ] }
  [▶ Affinities - ?]
  [▶ Physiques - ?]
  [▶ Psyches - ?]
  [▶ Special Stats - ?] ] }
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  {⊛}
[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

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[Stats]

text... [read more](#)

'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
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 - [▶ General Stats - ?]
 - [▼ Affinities {
 - 'affinity_#': ?%
 - ... }
 - [▶ Physiques - ?]
 - [▶ Psyches - ?]
 - [▶ Special Stats - ?] }
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⊛}———
- [▢ Market]
- [▢ Leaderboard]
- [▢ HOIAS Entity Log]

[Stats]

text... [read more](#)

'text' text.

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
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  | [▢ Entity Model - ?%]
  | [▶ General Stats - ?]
  | [▶ Affinities - ?]
  | [▼ Physiques {
    | [▶ Physique Traits - ?]
    | [▶ Physical Roots - ?] }}]
  | [▶ Psyches - ?]
  | [▶ Special Stats - ?] }}]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[▢ Leaderboard]
[▢ HOIAS Entity Log]

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[Stats]

text... [read more](#)

'text' text.

- 'username' | 'slotted_title' | 'primary_race' | ?
- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▼ Stats {
 - 'consciousness_type' - 'intelligence_stage'
 - [▢ Entity Model - ?%]
 - [▶ General Stats - ?]
 - [▶ Affinities - ?]
 - [▼ Physiques {
 - [▼ Physique Traits {
 - [▶ 'physique_trait_#' - ?/?]
 - ... }
 - [▶ Physical Roots - ?] }
 - [▶ Psyches - ?]
 - [▶ Special Stats - ?] }
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⊛} ———
- [▢ Market]
- [▢ Leaderboard]
- [▢ HOIAS Entity Log]

[Stats]

text... [read more](#)

'text' text.

```

'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▼ Stats {
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  [▢ Entity Model - ?%]
  [▶ General Stats - ?]
  [▶ Affinities - ?]
  [▼ Physiques {
    [▼ Physique Traits {
      [▼ 'physique_trait_#' {
        ?/?
        'ph.tr#_effect'
        'ph.tr#_flavor_text' }}
      ... }}]
    [▶ Physical Roots - ?] }}]
  [▶ Psyches - ?]
  [▶ Special Stats - ?] }}]
[▶ I Frame - ?]
[▶ Inheritances - ?]
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  ————{⊛}—————
[▢ Market]
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[▢ HOIAS Entity Log]

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[Stats]

text... [read more](#)

'text' text.

- 'username' | 'slotted_title' | 'primary_race' | ?
- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▼ Stats {
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 - [▢ Entity Model - ?%]
 - [▶ General Stats - ?]
 - [▶ Affinities - ?]
 - [▼ Physiques {
 - [▶ Physique Traits - ?]
 - [▼ Physical Roots {
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 - ... }]]
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 - [▶ Special Stats - ?]]]
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
- {⊛}———
- [▢ Market]
- [▢ Leaderboard]
- [▢ HOIAS Entity Log]

[Stats].32

text... read more

'text' text.

```

'username' | 'slotted_title' | 'primary_race' | ?
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[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▼ Stats {
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  [▢ Entity Model - ?%]
  [▶ General Stats - ?]
  [▶ Affinities - ?]
  [▼ Physiques {
    [▶ Physique Traits - ?]
    [▼ Physical Roots {
      [▼ 'physical_root_#' {
        ?/?
        'ph.ro#_effect'
        'ph.ro#_flavor_text' }}
      ... }}]
    [▶ Psyches - ?]
    [▶ Special Stats - ?] ] ]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  ————{⊛}—————
[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

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[Stats].321

text... read more

'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▼ Stats {
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 - [▢ Entity Model - ?%]
 - [▶ General Stats - ?]
 - [▶ Affinities - ?]
 - [▶ Physiques - ?]
 - [▼ Psyches {
 - [▶ Psyche Traits - ?]
 - [▶ Spiritual Roots - ?] }
 - [▶ Special Stats - ?] }
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
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- [▢ Market]
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[Stats]

text... [read more](#)

'text' text.

- 'username' | 'slotted_title' | 'primary_race' | ?
- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
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- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▼ Stats {
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 - [▢ Entity Model - ?%]
 - [▶ General Stats - ?]
 - [▶ Affinities - ?]
 - [▶ Physiques - ?]
 - [▼ Psyches {
 - [▼ Psyches Traits {
 - [▶ 'psyches_trait_#' - ?/?]
 - ... }
 - [▶ Spiritual Roots - ?] }
 - [▶ Special Stats - ?] }
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
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[Stats]

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'text' text.

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'username' | 'slotted_title' | 'primary_race' | ?
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[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▼ Stats {
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  [▢ Entity Model - ?%]
  [▶ General Stats - ?]
  [▶ Affinities - ?]
  [▶ Physiques - ?]
  [▼ Psyches {
    [▼ Psyches Traits {
      [▼ 'psyches_trait_#' {
        ?/?
        'ps.tr#_effect'
        'ps.tr#_flavor_text' }}
      ... }}
    [▶ Spiritual Roots - ?] }}
  [▶ Special Stats - ?] }}]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[▢ Leaderboard]
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[Stats]

text... [read more](#)

'text' text.

- 'username' | 'slotted_title' | 'primary_race' | ?
- [▶ Titles - ?]
- [▶ Administrator Privileges - ?]
- [▶ Race - ?]
- [▶ Classes - ?]
- [▶ Equipment Slots - ?/?]
- [▶ Quests - ?]
- [▶ Skills - ?/?]
- [▶ Achievements - ?]
- [▼ Stats {
 - 'consciousness_type' - 'intelligence_stage'
 - [▢ Entity Model - ?%]
 - [▶ General Stats - ?]
 - [▶ Affinities - ?]
 - [▶ Physiques - ?]
 - [▼ Psyches {
 - [▶ Psyches Traits - ?]
 - [▼ Spiritual Roots {
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 - ...]]
 - [▶ Special Stats - ?] }
- [▶ I Frame - ?]
- [▶ Inheritances - ?]
- [▶ Wyrdiceres - ?]
- [▶ Pacts - ?]
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- [▢ Market]
- [▢ Leaderboard]
- [▢ HOIAS Entity Log]

[Stats]

text... [read more](#)

'text' text.

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▼ Stats {
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  [▢ Entity Model - ?%]
  [▶ General Stats - ?]
  [▶ Affinities - ?]
  [▶ Physiques - ?]
  [▼ Psyches {
    [▶ Psyches Traits - ?]
    [▼ Spiritual Roots {
      [▼ 'spiritual_root_#' {
        ??
        'sp.ro#_effect'
        'sp.ro#_flavor_text' }}
      ... }}]
    [▶ Special Stats - ?] }}]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
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[▢ Market]
[▢ Leaderboard]
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[Stats]

text... [read more](#)

'text' text.

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'username' | 'slotted_title' | 'primary_race' | ?
[▶ Titles - ?]
[▶ Administrator Privileges - ?]
[▶ Race - ?]
[▶ Classes - ?]
[▶ Equipment Slots - ?/?]
[▶ Quests - ?]
[▶ Skills - ?/?]
[▶ Achievements - ?]
[▼ Stats {
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  [▢ Entity Model - ?%]
  [▶ General Stats - ?]
  [▶ Affinities - ?]
  [▶ Physiques - ?]
  [▶ Psyches - ?]
  [▼ Special Stats {
    'special_stat_#': ?
    ... }]]
[▶ I Frame - ?]
[▶ Inheritances - ?]
[▶ Wyrdiceres - ?]
[▶ Pacts - ?]
  ——{⊛}——
[▢ Market]
[▢ Leaderboard]
[▢ HOIAS Entity Log]

```

[Stats]

text... [read more](#)

'text' text.

General Special Stats:

Aether Storage - text

↳ Unlock Conditions: Aether Core (Basic), Other

Aura - text

↳ Unlock Conditions: Spiritfire (Basic), Other

Significance - text

↳ Unlock Conditions: Text

Authority - text

↳ Unlock Conditions: Text

Divinity - text

↳ Unlock Conditions: Text

Idea, use grades rather than numbers

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▼ I Frame {

 [▶ Natural Laws - 'foundation']

 [▶ Spiritfire - 'type']

 [▶ Intent - ?]

 [▶ Divinity - ?]

 [▶ Causality Laws - ?]

 [▶ Celestial Saga - ?]

 [▶ Master Laws - ?] }

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

 _____ {⊗} _____

[🌐 Market]

[🌐 Leaderboard]

[🌐 HOIAS Entity Log]

[I Frame]

text

'text' text.

Notes:

I removed (| [▶ Faith - ?]) since I feel like Faith is part of **Intent** and/or **Divinity**. Maybe Pacts/Wyrdiceres

Idea: Divide I Frame into HOI Frame and LOI Frame

Divine Flame is a sub tab for **Spiritfire**

Idea: Dao is a sub tab for **Causality Laws**

Divinity has three steps: Refinement (with the sub steps of spark, domain, embryo, vessel), Metamorphosis, and Actualization

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▼ Inheritances {

 [▢ Create Inheritances - ?]

 [▢ Donate Inheritances - ?]

 [▢ Bestow Inheritances - ?]

 [▢ Claim Inheritances - ?]}

[▶ Wyrdiceres - ?]

[▶ Pacts - ?]

 ———{⚙}———

[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Inheritances]

text

'text' text.

Note: a way to create inheritances

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▼ Wyrdiceres {

| *Hukm Fiat Wyrd.*

| [▢ Create Wyrds - ?]

| [▶ Wyrds - ?]

| [▶ Blessings - ?]

| [▶ Curses - ?] }

[▶ Pacts - ?]

———{⊛}———

[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Wyrdiceres]

text

'text' text.

'username' | 'slotted_title' | 'primary_race' | ?

[▶ Titles - ?]

[▶ Administrator Privileges - ?]

[▶ Race - ?]

[▶ Classes - ?]

[▶ Equipment Slots - ?/?]

[▶ Quests - ?]

[▶ Skills - ?/?]

[▶ Achievements - ?]

[▶ Stats - ?]

[▶ I Frame - ?]

[▶ Inheritances - ?]

[▶ Wyrdiceres - ?]

[▼ Pacts {

 [▢ Create Pacts - ?]

 [▶ Oaths - ?]

 [▶ Covenants - ?] }

 {⚙}

[▢ Market]

[▢ Leaderboard]

[▢ HOIAS Entity Log]

[Pacts]

text

'text' text.

Idea: switch Pacts to packs and have a sub tab for: Pacts, and oaths.

HOIAS Interface Settings

...
...
...

[Cancel] [Save]

[Settings]

text

'text' text.

HOIAS Market

...

...

...

[Close]

[Market]

text

'text' text.

HOIAS Leaderboard

...

...

...

[Close]

[Leaderboard]

text

'text' text.

HOIAS Entity Log

...
...
...

[Close]

[HOIAS Entity Log]

text

'text' text.