



REALM

The Operating Framework for Human-Agent Companies

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What is Realm?

The company is a living world. The human is the player. The agents are the characters. The knowledge base is the world itself.

Every operating framework ever created — Scrum, Kanban, the Spotify model — was designed to solve the same fundamental problem: humans have limited hours, limited memory, and can only focus on one thing at a time. Sprints exist because people need deadlines. Stand-ups exist because teams forget what each other is doing.

But what happens when part of your team does not have those limitations?

AI agents are available around the clock. They do not forget what is in the company knowledge base. They can work in parallel, produce outputs in seconds, and act on clear instructions without needing motivation. But they cannot initiate without a trigger, cannot make strategic decisions, and cannot replace the raw human creativity and judgment that drives a company forward.

Realm is built for companies that are neither fully human nor fully automated — hybrid organizations where humans and agents work together as a single crew, each contributing what they do best.

The metaphor is a game world. Not because work should be trivial or playful — but because anyone who has ever played an RPG understands instinctively how this world works. There are characters with defined abilities. There is a map that grows as you explore. There are quests to complete and a destiny to pursue. And there is a player — the human — who is both inside the world executing tasks and above it making the decisions that matter.

Realm is designed to work for a solo entrepreneur with three agents today, and for a company of twenty humans and fifty agents tomorrow. The structure never changes. Only the scale does.

A New Kind of Organization

Traditional organizational theory describes three structures: Functional (grouped by expertise, hierarchical reporting), Divisional (grouped by product or market, self-contained units), and Matrix (dual reporting to function and project). Modern organizational thinking has evolved beyond these into network structures, agile methods, Holacracy, and project-oriented work — all responses to the demands of digitalization, globalization, and increasing complexity.

Realm draws from several of these modern forms. It has the flat, role-based structure of Holacracy. It has the iterative rhythm of Agile (Sessions echo Sprints, Season Reviews echo Retrospectives). It has the flexibility and shared-knowledge coordination of network organizations. And it has the goal-focused delivery of project-oriented work.

But Realm is none of these, because none of them were designed for a team where half the members are AI agents. Realm is a radial, Codex-centric organization — the Player is at the center, the Codex is the shared brain, Characters orbit in Zones with Class-defined abilities, and coordination happens through shared knowledge rather than hierarchy, self-organizing teams, or role elections. There are no managers, no Scrum Masters, no circles — there are Characters who read the same source of truth and contribute what their Class allows. REALM is an organizational form designed natively for human-AI hybrid companies.

The Three Principles

Realm rests on three principles. These are not values or aspirations — they are operational rules. Everything in the framework follows from them.

Principle 1 — The Codex is Truth

Every piece of company knowledge — goals, decisions, strategies, results, context — must be written in the Codex. Nothing exists in someone's head alone. A decision not written is a decision not made. A goal not recorded is a wish.

This principle is what makes the system work. When a new Character joins — human or agent — they read the Codex and immediately understand the company. When the Player is offline, the Characters can continue because everything they need is written.

Principle 2 — Characters Act, Players Decide

Characters generate, research, plan, draft, analyze and execute. Players set direction, approve Quests, and make the calls that only humans can make. This is not about distrust — it is about using each type of crew member for what they genuinely do best.

Critically, Characters do not just execute — they propose. A Character can and should proactively suggest Tasks within their Zone, break Quests into actionable steps, and surface opportunities they see in the Codex. The Player reviews, adjusts, and approves. This prevents the Player from becoming a full-time ticket writer instead of doing the work that only humans can do.

As the Realm grows and trust is established, Characters take on broader autonomy. But the Player always holds the final decision on direction.

Principle 3 — Bearing Over Deadline

Realm organizes work around direction, not the calendar. The question is never whether we finished by Friday — it is whether we are moving the right way, fast enough. Deadlines exist but they serve the mission, not the other way around.

The World

Before understanding how to play, you need to understand what the world is made of.

Every Realm is unique — shaped by the Oath of the person who built it, the Destiny they are chasing, and the Characters they chose to work with. But beneath that uniqueness, the structure is always the same.

The Player

The Player is always the human. In solo operation there is one Player. In multiplayer, each human who joins the Realm becomes a Player — with their own Energy, their own Characters, and their own rhythm, all sharing the same Codex and the same Oath. The Player exists at two levels simultaneously — they see the full map from above and they walk the ground executing tasks that only humans can do.

The Player is always the bottleneck. Not because they are weak, but because they are the source of all strategic decisions. Designing the Realm to minimize the Player's time on low-value tasks is one of the highest-leverage activities in the entire framework.

The Player is online whenever they are actively working — at their laptop, at a flea market finding vinyl, at a meeting with a partner, at a concert taking notes. Online does not mean connected to a computer. It means present and active in the world. Offline means unavailable — sleeping, studying, resting.

In the Codex, Players have their own home: the PLAYERS/ folder at the root level. Every Player has a Player Card that describes who they are, how they communicate, their energy patterns, and what they expect from Characters. Every Character reads the Player Card to understand who they are working with.

Energy as Recharging, Not Just Spending

The original concept of Energy describes it as capacity that gets consumed during a Session. But implementation revealed a more nuanced truth: for solopreneurs whose business grew from their hobbies, some physical tasks actually recharge Energy rather than draining it. A Player who sources vinyl at a flea market is not spending Energy — they are fueling themselves.

What drains Energy is administrative overhead: planning, writing tickets, coordinating, managing tools. Characters should absorb as much of this as possible, protecting the Player's time for the work that both needs to be done and energizes them.

When defining Energy before a Session, the Player should consider not just how much capacity they have, but what kind of work will sustain or drain them today.

The Characters

Every AI agent in the Realm belongs to one of five Classes, each with defined abilities and limitations. Classes determine what a Character naturally does, how they think, and what they cannot do.

These are not employees. They are specialists the Player works with, not manages. You bring them a problem, they respond with what they know and can do. Sometimes they come to you with something they discovered.

The Realm levels up as it matures. The Codex grows richer with every decision recorded, every lesson learned, every Quest completed. SOUL files become more precise as the Player discovers how each Character thinks and communicates best. The Player themselves develops a sharper understanding of when to delegate, when to approve, and how to structure work for their crew. This accumulated experience — stored in the Codex, reflected in refined configurations, expressed in better outcomes — is what separates a Realm that has been played for six months from one that started yesterday. Level up is not a metaphor. It is what happens when everything gets written down.

Character Operating Modes

Not every Character needs to be active every Session. Some Characters are permanent — they participate in every Session and their work is ongoing (a business Cleric, a Warrior managing daily operations). Others are on-demand — they are summoned when their expertise is needed and go quiet when it is not (a tech specialist, a legal advisor).

Both operating modes are valid. An on-demand Character does not need to know the full Saga narrative or the competitive landscape — they need to know their domain and what the Player wants built. Their Character Card should explicitly state their operating mode so no one expects daily output from a Character designed for occasional deep work.

The Codex

The Codex is the living memory of the Realm. It is not a wiki or a document archive — it is the world itself. Every Character reads from it. Every completed Task gets written back to it. It grows continuously as the Realm grows.

If it is not in the Codex, it does not exist. This rule applies equally to the Player and all Characters.

The Codex contains: the Oath (why the company exists), the Destiny (where the company is going), active and completed Sagas, Quests and Tasks, all Character Cards and Class Sheets, all Player Cards, Zone knowledge (each domain's current state), external intelligence (competitors, market, trends), and decisions made and why.

The Codex Structure

The Codex is technology-agnostic. It can live in Obsidian, Notion, Google Drive, or any tool the Player chooses. What matters is not the tool — it is the structure. Every Realm Codex follows the same folder structure regardless of where it lives.

The root structure:

- WORLD/ — the company identity (Oath, Destiny) and all Zones
- PLAYERS/ — all human Players in the Realm (one file per Player)
- CHARACTERS/ — Class Sheets, Character Cards, SOUL files, and Portraits
- SAGAS/ — active and completed Sagas with full Quest history
- SESSIONS/ — Season Reviews, Raids, and Patches
- INTELLIGENCE/ — external knowledge (competitors, market, opportunities)
- GUILDS/ — external partner relationships
- QUEST-BOARD.md — active Quests and Tasks (top-level quick access)

PLAYERS/ and CHARACTERS/ sit at the same level — parallel concepts, both describing who is in the Realm, just different types of crew. When a second human joins, they get a file in PLAYERS/. When the Realm has five Players, the structure already supports it.

The Zones

A Zone is a domain of the company — Commerce, Marketing, Finance, Intelligence, Operations, Technology, or any domain the Realm needs. Each Zone has its own Characters, its own knowledge in the Codex, and its own Quests. Zones are added as the company grows. A new company might start with two Zones. A larger one might have ten.

Each Zone has a defined internal structure that every Character in that Zone follows: a Zone Overview (the living state of this domain), a Knowledge folder (reference documents), an Outputs folder (what Characters produce), and an Intelligence folder (Zone-specific research). Characters do not create documents wherever they want. They follow the Zone structure.

Online and Offline

The Realm runs 24 hours a day, 7 days a week. Other players — competitors, suppliers, partners — are also active in the same world on their own schedules. The market moves while you sleep.

When the Player is Offline, Characters continue working on scheduled tasks, monitoring thresholds, and preparing information for when the Player returns. When the Player comes Online, they read The Scroll — a brief from their Characters on what happened — and begin their Session.

Operational Stages

The level of agent autonomy in a Realm depends on the infrastructure available. REALM defines two operational stages:

Stage 1 — Player-Hub Mode. The Player is the center of every interaction. Characters talk to the Player, not to each other. If a Hunter finds intelligence that a Mage should analyze, the Player relays it. The Codex provides shared context — every Character reads the same files — but direct collaboration between Characters does not happen yet. This is where most Realms begin.

Stage 2 — Connected Mode. Characters can read each other's Codex outputs and respond. The Cleric delivers The Scroll automatically. Characters propose Tasks proactively via scheduled checks. Agent-to-agent handoffs become possible (the Hunter finds, passes to the Mage, the Mage analyzes, the Warrior executes). The Realm begins to run semi-autonomously.

Stage 1 is not a failure. It is the starting point. The REALM framework provides value in both modes because the real coordination mechanism is not agent-to-agent communication — it is the Codex. As long as every Character reads and writes to the same source of truth, the system works. Stage 2 adds speed and autonomy, but Stage 1 is fully functional.

The Five Character Classes

Every Character that exists in any Realm belongs to one of five Classes. A Class defines what a Character naturally does, how they think, and what they cannot do. Before creating a Character, read their Class definition. The Class does the heavy lifting — the Character Card only adds what is unique to that specific Character.

The simplest way to determine a Character's Class is to ask: what does this Character primarily do?

- If they execute defined tasks and get things done → **Warrior**
- If they analyze data and surface insights → **Mage**
- If they search and discover new information → **Hunter**
- If they coordinate, protect and keep things running → **Cleric**
- If they create content and connect with people → **Bard**

The Warrior

The one who gets things done. A Warrior executes. When the what is already defined and the how is clear, you call a Warrior. They are reliable, direct and action-oriented. They do not strategize, they do not research, they do not create from scratch — they execute defined tasks with precision and speed. A Warrior is at their best when the instructions are clear and the goal is specific.

Natural examples: listing products on marketplaces, processing orders, updating inventory, publishing content, executing technical integrations, breaking Quests into SMART Tasks.

Natural limitations: cannot define strategy (that is the Player), cannot research (that is the Hunter), cannot analyze data (that is the Mage), cannot create original content (that is the Bard).

The Mage

The one who understands. A Mage turns raw information into intelligence. They see patterns, connections and meaning in data that others miss. You call a Mage when you need to understand something — what the numbers mean, what risks are approaching, what opportunities exist. A Mage advises but does not act. They inform decisions but do not make them.

Natural examples: financial analysis, forecasting, strategic evaluation, metric monitoring, preparing briefings, stress-testing plans.

Natural limitations: cannot execute tasks (that is the Warrior), cannot search for new information (that is the Hunter), cannot create content (that is the Bard), cannot coordinate the group (that is the Cleric).

The Hunter

The one who finds. A Hunter moves into unknown territory and returns with raw intelligence. They reduce the fog of war — the areas of the world you cannot yet see. The Hunter does not analyze what they find in depth, and they do not execute on it. They find, surface and report.

Natural examples: competitor research, market trend tracking, finding new suppliers, monitoring community signals, discovering opportunities.

Natural limitations: cannot analyze findings deeply (that is the Mage), cannot execute on discoveries (that is the Warrior), cannot create content from findings (that is the Bard), cannot coordinate the group (that is the Cleric).

The Cleric

The one who keeps everything running. A Cleric is the connective tissue of the Realm. They support, protect, coordinate and maintain. Without a Cleric, things slowly fall apart: tasks get missed, the Player loses track, rules get broken.

Natural examples: managing schedules, delivering The Scroll, tracking blockers, coordinating between Characters and Zones, running ceremonies, monitoring the Player's Energy and wellbeing.

The Personal Cleric

Implementation revealed an important distinction: a business Cleric and a personal Cleric should be separate Characters. Mixing “what is blocked on the product launch” with “when is my next dentist appointment” in the same conversation degrades both.

A Personal Cleric manages the human behind the Player — their calendar, their study schedule, their rest days, their energy patterns, their life-work balance. Their Zone is the Player's personal life, not the business. They do not need to know about supplier orders. They need to know that the Player has an exam Thursday and has not had a day off in two weeks.

This separation is especially valuable for solopreneurs, where the boundary between business and personal life is thin and protecting it is critical.

The Bard

The one who makes people feel something. A Bard creates, performs and connects. They use words, stories and art to move people — to attract attention, build relationships and communicate what the Realm stands for. Without a Bard the Realm is invisible.

Natural examples: blog posts, social media content, product descriptions, brand voice management, email campaigns, community relationships.

Natural limitations: cannot research topics deeply (that is the Hunter), cannot analyze performance (that is the Mage), cannot publish or distribute (that is the Warrior), cannot coordinate the group (that is the Cleric).

The Character Card

Every Character in the Realm has a Character Card. It lives in the Codex. It defines who this specific Character is — what makes them unique beyond their Class defaults. The Card is both human-readable and AI-readable.

The Character Card fields: Name, Class, Zone, Role (one sentence), Abilities (3-5 specific things), Personality (how they communicate and think), Knowledge Access (which parts of the Codex they read), and Limitations (beyond Class defaults).

The SOUL File

The SOUL file is the Character Card translated into first person — the Character's own voice and self-understanding. It is what the agent reads as their system prompt.

A good SOUL file answers four questions: Who am I and what is my purpose in this Realm? What do I know and where do I find it? How do I think and communicate? What do I decide alone and what do I bring to the Player?

The SOUL file always references the Class Sheet. The Class Sheet does the heavy lifting. The SOUL file only adds what is unique to this Character.

Integrating with Agent Platforms

REALM is designed to layer on top of any agent infrastructure platform or custom setup. The platform handles how agents wake up, remember, and connect. REALM handles what they do, who they are, and how work flows. The SOUL file is the bridge — it is a platform file written in REALM language.

When deploying Characters to an agent platform, three files typically need to be configured per agent: the SOUL file (identity and behavior), a user/player reference (pointing to the Player Card), and any platform-specific identity metadata.

The Goal Hierarchy

Work in Realm is organized in five levels. Each level contains and gives meaning to the one below it. You cannot define a Quest without knowing which Saga it serves. You cannot define a Task without knowing which Quest it advances.

- **Oath** — Why the company exists. The code that never changes. (Forever)
- **Destiny** — The ultimate destination. What the company is becoming. (3 to 10 years)
- **Saga** — A meaningful seasonal chapter. One significant step toward the Destiny. (3 to 12 months)
- **Quest** — A specific goal with a clear outcome. Ends when achieved, not when time runs out. (Days to months)
- **Task** — A single SMART-defined action. The atomic unit of work. (Hours to days)

We made an Oath. That Oath points toward our Destiny. Each Saga brings us closer. Each Quest advances the Saga. Each Task completes the Quest.

The Three Playing Rules

These are the rules of Realm. They are simple. They are non-negotiable. Every Player and every Character follows them.

Rule 1 — Only work on what is on your active Quest list. No task exists outside of a Quest. If work cannot be connected to an active Quest, it should not be started until a Quest is created for it.

Rule 2 — Only take on as many Tasks as your Energy allows. Energy is the Player's available capacity per Session — honest, personal and variable. Characters respect this limit and do not overload the Player.

Rule 3 — Every completed Task must be written to the Codex before starting the next. A Task is not complete until it is written back to the Codex. This is what makes the Realm grow.

The Autonomy Tiers

The Three Playing Rules define what work looks like. The Autonomy Tiers define how much freedom Characters have when doing it. A Realm where every action requires Player approval is a bottleneck. A Realm where Characters act without boundaries is dangerous. The solution is a tiered model that every Realm customizes to its own comfort level.

Tier 1 — Characters Act Alone

Work that Characters can do without asking. This is internal, reversible, and low-risk. The Codex grows, knowledge is captured, and no action leaves the Realm.

Examples of Tier 1 work: writing research findings to the Codex, updating a Zone Overview with new information, moving a completed Task on the Quest Board, proposing content drafts, flagging blockers, generating a summary or report.

The principle: if the action only affects the Codex and produces no external consequence, Characters should do it freely. The Player sees the result at the next Session Start — not before it happens.

Tier 2 — Characters Collaborate, Player Is Informed

Work where Characters build on each other's output. One Character produces something, another picks it up and continues. The Player is informed through The Scroll or the Quest Board, but does not approve each step.

Examples of Tier 2 work: a Hunter writes research, a Mage reads it and writes an analysis. A Mage describes what needs to happen, a Warrior breaks it into Tasks and adds them to Ready. A Bard writes product descriptions, a Warrior formats them for the listing template. A Cleric reads the Quest Board and compiles The Scroll.

The principle: Characters can chain their work through the Codex. The Codex is the handoff mechanism — one Character writes, another reads and continues. The Player reviews the batch result, not each handoff. When a Mage recommends “we need 12 Tasks for this Quest” and a Warrior writes them, the Player reviews the 12 Tasks once — not one by one.

Tier 3 — Player Approves Before Action

Work that has consequences outside the Realm — irreversible, costly, or public-facing. The Character prepares the action, the Player gives the final go.

Examples vary by Realm. In one company, publishing to social media might be Tier 3. In another, it might be Tier 2 because the Bard is trusted with the brand voice. In one Realm, spending above a certain amount requires approval. In another, any spending does. The boundaries are defined by the Player based on trust, risk tolerance, and the maturity of the Characters.

The principle: anything that crosses the boundary between the Realm and the outside world — money spent, content published, messages sent, commitments made — is a candidate for Tier 3. Each Realm decides exactly where the line falls.

Customizing the Tiers

The Autonomy Tiers are not fixed. They are a framework for each Player to define their own boundaries. What matters is that the boundaries are written in the Codex — ideally in each Character's Card or SOUL file — so every Character knows exactly what they can do alone, what they can do with other Characters, and what needs the Player.

As trust builds and Characters prove reliable, boundaries can shift. A Character that started as Tier 3 for content publishing might move to Tier 2 after a Saga of consistent quality. This evolution is a Patch — documented, deliberate, and written to the Codex.

The goal is not to remove the Player from the loop. The goal is to put the Player in the loop at the right level — reviewing Quest-level outcomes, not approving every Task-level action.

The Session

A Session is a period of active play. It begins with a Session Start and ends with a Save Point.

Energy

Before each Session, the Player defines their Energy — how much they can genuinely contribute today. Energy is not ambition. It is honesty. A Player who overestimates their Energy will take on too much, execute poorly and end the Session frustrated.

Energy is expressed simply: High, Medium or Low. Characters read the Player's Energy and calibrate their demands accordingly.

Session Start

Session Start is the ritual that begins every Session. It takes no more than fifteen minutes. The Player reads The Scroll and confirms their priorities.

Session Start answers three questions: What happened while I was Offline? What is my Energy today? What are my top three priorities for this Session?

The Scroll

The Scroll is the daily brief prepared by the Cleric Character. It arrives at the start of every Session. It contains what happened while the Player was Offline. The Scroll is never long. Its job is to bring the Player up to speed in under five minutes.

Save Point

The Save Point is the ritual that ends every Session. The Player and Characters review what was completed, confirm that all finished Tasks are written to the Codex, and note anything carried forward to the next Session. The world is saved. Progress is permanent.

The Ceremonies

Beyond the daily Session rhythm, Realm has four ceremonies: Session Start (beginning of every Session), Save Point (end of every Session), Season Review (end of every Saga), and Raid Response (when an unexpected event occurs).

The Season Review

At the end of every Saga, the crew stops and reflects. The Season Review asks four questions: Did we achieve the Saga goal? What worked well? What should we change? Is our Destiny still right?

The Raid

A Raid is an unexpected event that interrupts normal play and requires immediate response. When a Raid occurs, the Player pauses current Quests, assembles the relevant Characters and responds. After the Raid is handled, the result is written to the Codex and normal play resumes. Raids are not failures — they are part of playing in a living world.

The Quest Board

The Quest Board is the visual layer where work flows inside Realm. It makes the current state of all Quests and Tasks visible at a glance.

Source of Truth vs Daily Interface

The Codex version of the Quest Board (a markdown file or equivalent) is always the source of truth. A visual board tool (Trello, Linear, Notion, or any project management tool) is the daily interface — the place where the Player drags cards between columns and sees progress at a glance.

When both exist, the Cleric reconciles the visual board with the Codex at every Save Point. If they disagree, the Codex wins. In more mature Realms, this reconciliation can be automated via API integrations. The principle is: visual tools are for working, the Codex is for permanence.

The Four States

- **Ready** — Defined, SMART, and waiting to be activated when Energy allows.
- **Active** — Currently in progress this Session.
- **Blocked** — Cannot progress. Waiting for a decision, dependency, or external factor.
- **Completed** — Done AND written to the Codex. Not written means not done.

Process Classification

All business processes in a Realm fall into three categories, following established business management theory:

Management Processes — the processes that steer the company. In REALM, these are the Ceremonies: Session Start, Save Point, Season Review, Raid Response, Quest definition, Saga planning. These are shared between the Player and Clerics.

Core Processes — the processes that directly create value for the customer. In REALM, these are what Warriors and Bards execute: listing products, fulfilling orders, creating content, managing catalogs. The physical components are the Player's domain; the digital components are handled by Characters.

Support Processes — the processes that enable core processes to run. In REALM, these are what Mages, Hunters, and Clerics provide: financial analysis, market research, competitive intelligence, coordination, schedule management.

Understanding which type of process you are defining helps determine who owns it and how it should be structured in the Codex.

The REALM Organigram

A traditional org chart with boxes and reporting lines contradicts REALM's principles. The REALM organigram is radial: the Player sits at the center, the Codex ring surrounds them, Characters are positioned in their Zone sectors, and all connections flow through the Codex — not through management layers.

Zone sectors divide the circle like slices, each with its own color and label. Anyone looking at the organigram immediately sees: what domains exist, who belongs where, and how everything connects through the shared Codex.

Cross-Zone Characters (like a business Cleric) orbit on their own ring between the Codex and the outer Zone boundary, visually communicating that they are connectors rather than Zone residents.

This visualization is not decorative. It communicates the fundamental difference between REALM and traditional organizations: there is no hierarchy, no reporting chain, no middle management. There is shared knowledge, defined roles, and a human at the center making the decisions that matter.

Advanced World Concepts

These concepts are not needed to start playing Realm. They become relevant as the Realm grows.

The Patch

A Patch is a deliberate update to how the Realm works — a new process, a new rule, a new Character Class, a new way of running Sessions. Any Character can propose a Patch. Only the Player can approve and release it. After a Patch, the Codex is updated to reflect the new reality.

The Guild

A Guild is a relationship with another player outside your Realm — a supplier, a collaborator, a partner. Guild relationships are not employment — they are alliances. Guilds are documented in the Codex with their terms, their value and their status.

Multiplayer

Realm is designed for multiplayer. When a second human joins the Realm, they become a Player in their own Zone — with their own Energy, their own Character roster and their own Session rhythm. The Codex connects all Players. The Oath and Destiny are shared. The Zones are owned individually. The PLAYERS/ folder at the Codex root scales naturally from one to many.

Codex Reconciliation

Inspired by GitOps principles, Codex Reconciliation is a pattern for maintaining data integrity as the Realm grows. The Codex distinguishes between two types of fields:

Writable fields — can be updated directly by the Player or Characters. Examples: the Oath, Quest definitions, decisions, notes, Zone Overviews.

Derived fields — calculated from underlying data, owned by a specific Character. Examples: financial totals (owned by the Mage), active listing counts (owned by the Warrior), Quest progress percentages (owned by the Cleric).

If a derived field is manually changed in a way that contradicts the underlying data, the responsible Character detects the drift and flags it for reconciliation — just as a GitOps controller would detect and correct configuration drift.

The rule: if a field is derived, it can only be updated through the Character and process responsible for that calculation. Manual overrides are detected as drift and corrected. This pattern becomes especially valuable as the Realm scales and multiple Players and Characters write to the same Codex.

Getting Started

You do not need a complete Realm to start playing. The minimum viable Realm is four things:

1. Write your Oath and your Destiny in the Codex. Two paragraphs. Why you exist and where you are going.
2. Define your first Saga. One meaningful goal for the next quarter. Write it in the Codex.
3. Create one Character Card. The Character you need most right now. Write their SOUL file.
4. Define your first Quest. One specific goal within the Saga. Break it into SMART Tasks.

That is your Realm. Start your first Session. Read The Scroll when your Character has something to report. Write completed Tasks to the Codex. Run a Save Point at the end.

Everything else — more Characters, more Zones, Guilds, Patches — gets added as you play and discover what you need. Realm grows with you.

A Final Note

In a normal game, someone else designed the world for you. In Realm, you are both the Player and the game designer. And your Characters help you design it.

Realm is not a finished product. It is a starting point. As you play, you will discover things that do not work for your specific world. You will find gaps in the rules, Characters that need new abilities, Zones that need different structures. That is not a failure — that is a Patch waiting to happen.

The framework will grow as you grow. The Codex will deepen as you play. The Characters will level up as they accumulate experience. And one day you will look at what you built and realize it is something genuinely new — a company that did not exist before, running on rules that did not exist before, built by a Player who was also the designer all along.

✂ *REALM — Build your world. Play for real.*

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