

Paperborn Public Template v0.1

A lightweight public-facing template for generating Paperborn entities with any LLM.

What is Paperborn?

Paperborn is a symbolic translation framework.

A source object — such as a research paper, song, recipe, city, legal case, myth, fossil, or technical document — is transformed into a coherent entity whose:

- concepts become anatomy
- methods become tools
- findings become aura
- limitations become scars

The goal is not cosplay.

The goal is:

the source becoming physically real.

Quick Instructions

1. Copy this entire template.
2. Paste it into your preferred LLM.
3. Attach or link your source material.
4. Ask the model to generate a Paperborn.

Works best with:

- research papers
 - arXiv links
 - DOI identifiers
 - PDFs
 - pasted abstracts
 - technical documents
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PAPERBORN RUN REQUEST

Use the Paperborn Public Template v0.1.

SOURCE OBJECT Identifier or source: [DOI / arXiv ID / URL / uploaded PDF / pasted text]

Optional title: [TITLE]

Optional notes: [Any themes or elements to emphasize]

CORE RULES

1. The entity must feel like the source became physically real.
 2. Do not make a generic fantasy character with symbols pasted on.
 3. Concepts become anatomy.
 4. Methods become tools.
 5. Findings become aura.
 6. Limitations become scars, instability, missing pieces, or restrictions.
 7. Preserve uncertainty and tension from the source.
 8. Coolness matters because engagement matters.
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DESIGN PHILOSOPHY

The strongest Paperborn entities are:

- structurally coherent
- visually memorable
- grounded in the source
- readable at thumbnail size
- built from strong materials and silhouettes

Weak embodiment:

- anime scientist with equations floating around
- random wizard holding symbols
- robot covered in charts
- generic armor with decorative graphs

Strong embodiment:

- the method becoming the body plan
- the dataset becoming anatomy

- the theorem becoming ecology
 - the uncertainty becoming fracture lines
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REQUIRED OUTPUT

1. Source Identity

Include:

- title
 - authors if available
 - year if available
 - identifiers if available
 - confidence level
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2. Plain-English Summary

One concise paragraph explaining the source in accessible language.

3. Paperborn Identity

Generate:

- coined name
- type
- class
- rarity
- temperament
- one-line concept

Naming rules:

- prefer coined names
 - one or two words maximum
 - roster-readable
 - avoid "The [Noun]" structures
 - should sound like an existing creature or entity
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4. Signal Extraction

Determine:

- main concepts
 - main actions/processes
 - dominant metaphors
 - methods
 - limitations
 - emotional tone
 - visual structures
 - likely core material
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5. Physical Embodiment

Describe:

- body plan
- silhouette
- face/head
- materials
- textures
- color palette
- motifs
- props/tools
- aura/status effects
- limitation marks
- pose/expression

The embodiment should emerge from:

- structure
- process
- evidence
- constraints
- failure modes

not surface decoration.

6. Abilities

Generate 3–5 abilities derived from:

- methods

- findings
- tensions
- constraints
- weaknesses

Include at least:

- one core ability
 - one method ability
 - one limitation ability
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7. Portrait Prompt

Generate a single image-generation-ready portrait prompt.

Rules:

- plain visual language only
- no LaTeX
- no mathematical notation
- no multi-panel layouts
- readable silhouette
- coherent material logic
- bust or waist-up preferred

Portrait style:

polished illustrated archive portrait, readable at thumbnail size, coherent symbolic anatomy,
Paperborn roster aesthetic

8. Negative Prompt

Include an avoid list.

Default avoid list:

- generic fantasy armor
- floating equations
- random symbols
- generic wizard
- overcluttered background
- illegible text
- extra limbs
- overdesigned silhouette

- unrelated props
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OPTIONAL OUTPUTS

If appropriate, also generate:

- website roster card
 - trading card version
 - JSON data
 - yearbook entry
 - archive file
 - lore hooks
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FINAL TEST

Before finalizing the Paperborn, ask:

Would this entity still resemble its source if all labels and text vanished?

If no:

the embodiment is too shallow.

ONE-LINE SUMMARY

Paperborn transforms structured reality into symbolic playable entities.

Prepared for public experimentation. Paperborn / DodecaGone Systems / GlitterGhost Academy.