

ENGINE REFERENCE

Soul Alignment Scoring Map

Every question, weight, and role — the complete determination flow



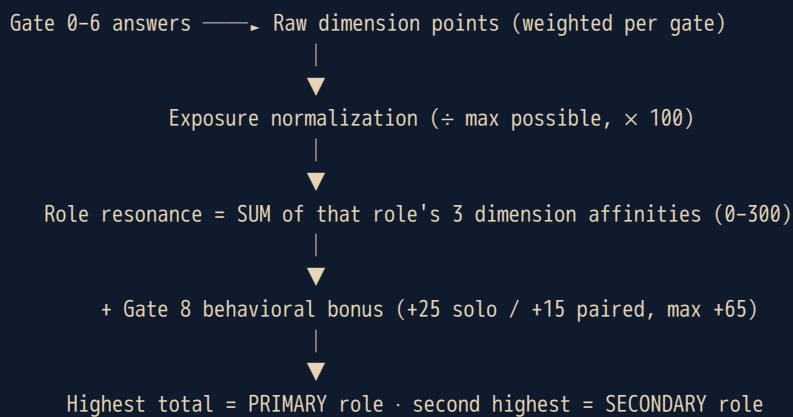
The definitive reference for the 10-role identification engine: all 9 gates, all 66 answer options, exposure normalization, behavioral evidence, and the entire determination flow for each of the ten 5D roles.

Engine-verified numbers · June 2026
Prepared for beta testers & advisors

FlowNest Soul Alignment Engine — Complete Question → Weighting → Role Map

Definitive reference, generated June 2026 directly from the production engine (`/app/frontend/src/lib/soulAlignment.ts`). Every number in this document was verified against the running code, including live execution of the exposure calculator.

1 · How a role is decided (the full pipeline)



- Gate 7 (open reflection) is stored verbatim but never scored.
- Gate 0 (1–10 alignment slider) adds a uniform $(\text{value} \div 10) \times 2$ raw boost (0.2–2.0 pts) to all ten dimensions. Its main job is seeding the alignment score. Note: because normalization divides by different exposures, this uniform boost has a slightly larger normalized effect on low-exposure dimensions (max $\approx 4.2\%$ on Transformation vs $\approx 2.6\%$ on Heart) — negligible in practice.
- Ties are broken by role definition order: Bridge → Healer → Architect → Oracle → Guardian → Teacher → Creator → Liberator → Steward → Weaver (JavaScript stable sort; earlier-defined role wins an exact tie).
- Theoretical maximum role score: 300 (three perfect dimensions) + 65 (max Gate 8 evidence) = 365.

2 · The 10 Dimensions and their exposure ceilings

Raw points are meaningless until normalized, because dimensions appear in unequal numbers of answer options. Each raw dimension total is divided by its maximum possible exposure (computed live from gate content) and expressed as a 0–100 affinity:

$$\text{affinity}[\text{dim}] = \text{raw}[\text{dim}] \div \text{exposure}[\text{dim}] \times 100$$

DIMENSION	MAX EXPOSURE	MEANING
Heart	77.5 (highest)	Emotional depth, compassion, relational wisdom
Source	63	Connection to the divine / infinite intelligence
Body	63	Physical vitality, movement, grounding
Sovereignty	60.5	Self-authority, boundaries, personal power
Structure	58	Systems, order, intentional architecture
Wisdom	53.5	Deep knowing, pattern recognition, insight
Community	53	Collective weaving, service, interconnection
Creation	52	Artistic expression, innovation, manifestation
Discernment	50	Clarity between truth and illusion
Transformation	47.5 (lowest)	Alchemy of pain into purpose

Why this matters: before normalization was added, Heart-heavy roles (Healer, Weaver) won by structural accident. Normalization removes that bias and self-corrects if any option is ever added or removed.

3 · Role → Dimension matrix

Each role's resonance = sum of exactly 3 normalized dimension affinities.

ROLE	DIMENSION 1	DIMENSION 2	DIMENSION 3
Bridge	Source	Structure	Discernment
Healer	Heart	Body	Transformation
Architect	Structure	Creation	Wisdom
Oracle	Source	Wisdom	Discernment
Guardian	Sovereignty	Body	Discernment
Teacher	Wisdom	Community	Heart
Creator	Creation	Source	Transformation
Liberator	Sovereignty	Transformation	Community
Steward	Body	Structure	Community
Weaver	Community	Heart	Creation

Reverse map — which roles each dimension feeds

DIMENSION	ROLES BOOSTED
Source	Bridge, Oracle, Creator
Body	Healer, Guardian, Steward
Structure	Bridge, Architect, Steward
Sovereignty	Guardian, Liberator (only 2 roles)
Heart	Healer, Teacher, Weaver
Creation	Architect, Creator, Weaver
Wisdom	Architect, Oracle, Teacher
Discernment	Bridge, Oracle, Guardian
Transformation	Healer, Creator, Liberator
Community	Teacher, Liberator, Steward, Weaver (4 roles)

4 · Gate-by-gate weighting

Gate 0 — "Welcome, Seeker" (alignment slider)

- Input: 1–10 self-rating of current alignment.
- Scoring: $(\text{value} \div 10) \times 2$ added to every dimension (0.2–2.0 pts).
- Role effect: near-neutral (see §1 note). Seeds the alignment %.

Gate 1 — Life Patterns (multi-select, min 1, no max)

Weight: +3 to each of the option's 2 dimensions per selection. "Both-dims" = the role that benefits through **both** dimensions of that option — the strongest single-role signal.

OPTION	DIMENSIONS (+3 EACH)	ROLES BOOSTED	BOTH DIMS
Cycles of ending & beginning	Transformation, Source	Healer, Creator, Liberator, Bridge, Oracle	Creator
Being asked to explain or guide others	Wisdom, Community	Architect, Oracle, Teacher, Liberator, Steward, Weaver	Teacher
Intense creative periods followed by rest	Creation, Body	Architect, Creator, Weaver, Healer, Guardian, Steward	—
Lessons about personal boundaries	Sovereignty, Discernment	Guardian, Liberator, Bridge, Oracle	Guardian
Forming instant deep connections with strangers	Heart, Community	Healer, Teacher, Weaver, Liberator, Steward	Teacher, Weaver
Seeing how systems work (or fail) before others	Structure, Wisdom	Bridge, Architect, Steward, Oracle, Teacher	Architect
People seeking you out when in pain	Heart, Transformation	Healer, Teacher, Weaver, Creator, Liberator	Healer
Existing between two worlds (cultures, perspectives)	Source, Discernment	Bridge, Oracle, Creator, Guardian	Bridge, Oracle
Physical sensations giving you information	Body, Source	Healer, Guardian, Steward, Bridge, Oracle, Creator	—
A pull to free yourself or others from constraints	Sovereignty, Transformation	Guardian, Liberator, Healer, Creator	Liberator

Gate 2 — Natural Gifts (each of 10 gifts rated 1–5; unrated = 0)

Weight: rating × 1.5 to each of the gift's 2 dimensions (max 7.5 per dimension per gift).

GIFT	DIMENSIONS (RATING × 1.5 EACH)	ROLES BOOSTED	BOTH DIMS
Deep listening (hearing what's unsaid)	Heart, Wisdom	Healer, Teacher, Weaver, Architect, Oracle	Teacher
Seeing patterns across unrelated things	Wisdom, Discernment	Architect, Oracle, Teacher, Bridge, Guardian	Oracle
Calming others with your presence alone	Body, Heart	Healer, Guardian, Steward, Teacher, Weaver	Healer
Designing systems, processes, or structures	Structure, Creation	Bridge, Architect, Steward, Creator, Weaver	Architect
Speaking uncomfortable truths with love	Discernment, Sovereignty	Bridge, Oracle, Guardian, Liberator	Guardian
Holding a vision others can't yet see	Source, Creation	Bridge, Oracle, Creator, Architect, Weaver	Creator
Creating safe space for vulnerability	Heart, Community	Healer, Teacher, Weaver, Liberator, Steward	Teacher, Weaver
Translating complex ideas into simple language	Wisdom, Structure	Architect, Oracle, Teacher, Bridge, Steward	Architect
Sensing energy or emotion in a room	Body, Source	Healer, Guardian, Steward, Bridge, Oracle, Creator	—
Sparking transformation in others	Transformation, Community	Healer, Creator, Liberator, Teacher, Steward, Weaver	Liberator

Gate 3 — Energy & Alignment (exactly 3 givers + exactly 3 drainers)

Givers weight: +4 to each of the option's 2 dimensions.

ENERGY GIVER	DIMENSIONS (+4 EACH)	ROLES BOOSTED	BOTH DIMS
Extended solitude	Sovereignty, Source	Guardian, Liberator, Bridge, Oracle, Creator	—
Time in nature	Body, Source	Healer, Guardian, Steward, Bridge, Oracle, Creator	—
Deep 1-on-1 conversations	Heart, Wisdom	Healer, Teacher, Weaver, Architect, Oracle	Teacher
Unstructured creative time	Creation, Source	Architect, Creator, Weaver, Bridge, Oracle	Creator
Physical movement or exercise	Body, Transformation	Healer, Guardian, Steward, Creator, Liberator	Healer
Studying or learning something new	Wisdom, Structure	Architect, Oracle, Teacher, Bridge, Steward	Architect
Helping someone directly	Community, Heart	Teacher, Liberator, Steward, Weaver, Healer	Teacher, Weaver
Spiritual practice or ritual	Source, Discernment	Bridge, Oracle, Creator, Guardian	Bridge, Oracle
Building or organizing something tangible	Structure, Creation	Bridge, Architect, Steward, Creator, Weaver	Architect
Gathering with aligned community	Community, Heart	Teacher, Liberator, Steward, Weaver, Healer	Teacher, Weaver

Drainers weight: +2 to each of the option's 2 dimensions (what drains you also reveals what you're made of).

ENERGY DRAINER	DIMENSIONS (+2 EACH)	ROLES BOOSTED	BOTH DIMS
Forced small talk	Heart, Sovereignty	Healer, Teacher, Weaver, Guardian, Liberator	—
Rigid, meaningless systems	Structure, Sovereignty	Bridge, Architect, Steward, Guardian, Liberator	—
Being around inauthenticity	Discernment, Heart	Bridge, Oracle, Guardian, Healer, Teacher, Weaver	—
Lack of growth or movement	Transformation, Body	Healer, Creator, Liberator, Guardian, Steward	Healer
Sensory overload / over-stimulation	Body, Sovereignty	Healer, Guardian, Steward, Liberator	Guardian
Witnessing injustice without power to act	Community, Sovereignty	Teacher, Liberator, Steward, Weaver, Guardian	Liberator
Feeling disconnected from Source/meaning	Source, Heart	Bridge, Oracle, Creator, Healer, Teacher, Weaver	—
Sustained disorder or chaos	Structure, Discernment	Bridge, Architect, Steward, Oracle, Guardian	Bridge
Having to perform or mask	Sovereignty, Heart	Guardian, Liberator, Healer, Teacher, Weaver	—
Prolonged isolation without choice	Community, Body	Teacher, Liberator, Steward, Weaver, Healer, Guardian	Steward

Gate 4 — Service Orientation (multi-select, min 1, no max)

Weight: +5 to each of the option's 3 dimensions — the heaviest resonance gate. Four options are **signature options**: all three dimensions belong to one role (marked ★).

ORIENTATION	DIMENSIONS (+5 EACH)	STRONGEST SIGNALS
I translate complex truths into accessible forms	Wisdom, Structure, Community	Architect x2, Teacher x2, Steward x2
I hold space for others' healing and growth	Heart, Transformation, Body	★ Healer x3 (all three dims)
I build systems that serve liberation	Structure, Sovereignty, Creation	Architect x2
I see and speak what others cannot yet perceive	Source, Discernment, Wisdom	★ Oracle x3 · Bridge x2
I protect what is sacred and vulnerable	Sovereignty, Body, Heart	Guardian x2, Healer x2
I connect people who need each other	Community, Heart, Creation	★ Weaver x3 · Teacher x2
I bring beauty into spaces of suffering	Creation, Source, Transformation	★ Creator x3
I challenge what no longer serves the collective	Sovereignty, Transformation, Discernment	Liberator x2, Guardian x2

Gate 5 — Shadow & Misalignment (each of 10 shadows rated 1–5; unrated = 0)

Weight: rating × 0.8 to each of the shadow's 2 dimensions (max 4 per dimension per shadow). Shadows are the lightest-weighted gate — a struggle points **toward** a dimension, but gently.

SHADOW	DIMENSIONS (RATING × 0.8 EACH)	ROLES BOOSTED	BOTH DIMS
Perfectionism that prevents action	Structure, Creation	Bridge, Architect, Steward, Creator, Weaver	Architect
People-pleasing at the cost of truth	Heart, Sovereignty	Healer, Teacher, Weaver, Guardian, Liberator	—
Using spirituality to avoid practical reality	Source, Structure	Bridge, Oracle, Creator, Architect, Steward	Bridge
Withdrawing when connection is needed	Community, Body	Teacher, Liberator, Steward, Weaver, Healer, Guardian	Steward
Giving until depleted	Heart, Body	Healer, Teacher, Weaver, Guardian, Steward	Healer
Needing to control outcomes	Sovereignty, Discernment	Guardian, Liberator, Bridge, Oracle	Guardian
Starting many things, finishing few	Creation, Structure	Architect, Creator, Weaver, Bridge, Steward	Architect
Seeing threats where there are none	Discernment, Body	Bridge, Oracle, Guardian, Healer, Steward	Guardian
Doubting your gifts or worthiness	Source, Sovereignty	Bridge, Oracle, Creator, Guardian, Liberator	—
Avoiding transformation through comfort	Transformation, Wisdom	Healer, Creator, Liberator, Architect, Oracle, Teacher	—

Gate 6 — Embodiment (multi-select, min 1, no max)

Weight: +3 to each of the option's 2 dimensions. The first selected step also becomes the user's 7-Day Action in their blueprint.

EMBODIMENT STEP	DIMENSIONS (+3 EACH)	ROLES BOOSTED	BOTH DIMS
Establish a 10-minute morning practice	Source, Body	Bridge, Oracle, Creator, Healer, Guardian, Steward	—
Have one honest conversation this week	Heart, Community	Healer, Teacher, Weaver, Liberator, Steward	Teacher, Weaver
Release one commitment that doesn't serve you	Sovereignty, Transformation	Guardian, Liberator, Healer, Creator	Liberator
Create something small every day for 7 days	Creation, Structure	Architect, Creator, Weaver, Bridge, Steward	Architect
Listen to your body's signals for one full day	Body, Discernment	Healer, Guardian, Steward, Bridge, Oracle	Guardian
Reach out to someone you've been thinking of	Community, Heart	Teacher, Liberator, Steward, Weaver, Healer	Teacher, Weaver
Study one recurring pattern in your life deeply	Wisdom, Transformation	Architect, Oracle, Teacher, Healer, Creator, Liberator	—
Set one clear boundary and hold it	Sovereignty, Structure	Guardian, Liberator, Bridge, Architect, Steward	—

Gate 7 — Reflection (open text)

- Input: free-form answer to "What does my soul most want me to know right now?"
- Scoring: none. Stored with the result for the user's own record.

5 · Gate 8 — "How You Actually Move" (behavioral evidence)

Five single-choice questions. Options map directly to roles — no dimensions involved. This is the only gate where evidence, not resonance, is scored.

Weights: solo-role option → +25 to that role · paired option → +15 to each of the two roles.

Coverage guarantee: every role appears in exactly 2 solo options + 1 paired option across the five questions → maximum evidence per role = 25 + 25 + 15 = 65 points. No role is structurally favored.

Q1 · "When a group you're in is facing confusion, what do you actually do first?"

OPTION	ROLE(S)	BONUS
Break the chaos into a clear structure or plan	Architect	+25
Tend to the emotional field before anything else	Healer	+25
Name the deeper truth nobody is saying out loud	Oracle	+25
Translate between the systems, languages, or perspectives in conflict	Bridge	+25
Hold the container — protect the space so clarity can arrive	Guardian	+25

Q2 · "What do people repeatedly ask you for?"

OPTION	ROLE(S)	BONUS
To explain or teach them something difficult	Teacher	+25
To create or design something that doesn't exist yet	Creator	+25
To help them break free from a situation or limitation	Liberator	+25
To take care of things and keep them running	Steward	+25
To connect them with people — weaving them into a supportive network	Weaver	+25

Q3 · "Facing a big goal from zero, your honest first move is..."

OPTION	ROLE(S)	BONUS
Design the system or skeleton before touching details	Architect	+25
Make something tangible immediately — a prototype, a draft	Creator	+25
Form the relationships — gather and connect the right people around the goal	Weaver	+25
Get quiet and receive guidance before acting	Oracle	+25
Secure the ground first — resources, boundaries, safety	Guardian	+25

Q4 · "In a real crisis, others count on you to..."

OPTION	ROLE(S)	BONUS
Stay with the overwhelmed and hold them steady	Healer	+25
Challenge the rules or system that caused it	Liberator	+25
Translate between worlds — keep meaning moving across every divide	Bridge	+25
Quietly keep the essentials maintained and stable	Steward	+25
Explain what is happening so people can act	Teacher	+25

Q5 · "If your soul could be known for only one thing, it would be..." (paired)

OPTION	ROLES	BONUS
Restoring people and places to wholeness	Healer + Steward	+15 each
Revealing truth and lighting the path forward	Oracle + Teacher	+15 each
Building structures that set people free	Architect + Liberator	+15 each
Connecting worlds, people, and ideas	Bridge + Weaver	+15 each
Protecting the sacred while birthing the new	Guardian + Creator	+15 each

Per-role Gate 8 inventory (verification of the coverage rule)

ROLE	SOLO OPTIONS	PAIRED OPTION
Bridge	Q1 translate systems/languages · Q4 translate between worlds	Q5 connecting
Healer	Q1 emotions · Q4 hold steady	Q5 restoring
Architect	Q1 plan · Q3 design system	Q5 building freedom
Oracle	Q1 name truth · Q3 receive guidance	Q5 revealing
Guardian	Q1 hold container · Q3 secure ground	Q5 protecting/birthing
Teacher	Q2 explain · Q4 explain happening	Q5 revealing
Creator	Q2 make new · Q3 make tangible	Q5 protecting/birthing
Liberator	Q2 break free · Q4 challenge rules	Q5 building freedom
Steward	Q2 keep running · Q4 keep essentials	Q5 restoring
Weaver	Q2 weave supportive network · Q3 form relationships/gather	Q5 connecting

6 · Final formulas

Result-explanation contract (added after live audit, June 2026): the paid revelation shows two separate forms of evidence — the Gate 8 behavioral answers that credited the winning role, and the role's own three dimension affinities — and explicitly notes that the user's top-three overall energies may differ from the role's core dimensions. When the runner-up role finishes within 10% of the winner, the result names both (near-tie note).

Primary & secondary role

```
roleScore[role] = affinity[dim1] + affinity[dim2] + affinity[dim3] + gate8Bonus[role]
PRIMARY = highest roleScore
SECONDARY = second-highest roleScore
```

Current Integration (0–100%, formerly "Alignment Score")

```
integration = min(100, round( sum(all 10 raw dimension scores)
                             ÷ (highest raw dimension score × 10) × 100 ))
```

Intuition: 100% means all ten dimensions are as strong as your strongest one — a perfectly balanced field. Spiky profiles score lower even with a clear role. Presented to the user as a stage, never as a bare grade: | Range | Stage | |---|---| | 80–100 | Expressing | | 60–79 | Embodying | | 40–59 | Integrating | | 20–39 | Activating | | 0–19 | Emerging | The result screen states explicitly: "This is not a grade or a measure of spiritual worth. It reflects how consistently your current patterns support this role — lower numbers point to qualities ready to be developed."

Purpose statement

"Your soul moves as {Primary}, supported by the gifts of {Secondary}. Your strongest currents right now flow through {top 3 raw dimensions}. {Primary's purpose template}."

7 · Manual role declaration (the free path)

When a user self-declares instead of taking the inquiry, no questions are scored. The engine synthesizes a blueprint:

- Primary role's 3 dimensions → 80 · auto-derived secondary's 3 → 55 · all others → 35
- Alignment score computed from those ($\approx 63\%$).
- Secondary is auto-derived: the role sharing the most primary dimensions (ties → earliest in role definition order):

DECLARED PRIMARY	DERIVED SECONDARY	SHARED DIMENSIONS
Bridge	Oracle	Source, Discernment (2)
Healer	Guardian	Body (1, first tie)
Architect	Bridge	Structure (1, first tie)
Oracle	Bridge	Source, Discernment (2)
Guardian	Bridge	Discernment (1, first tie)
Teacher	Weaver	Community, Heart (2)
Creator	Bridge	Source (1, first tie)
Liberator	Healer	Transformation (1, first tie)
Steward	Bridge	Structure (1, first tie)
Weaver	Teacher	Community, Heart (2)

Manual results carry `gateAnswers = {"manual": true}` and show a "self-declared" badge with a nudge to verify via the Guided Inquiry.

8 · Worked example (all-in Architect) — engine-verified

A user who: rates Gate 0 at 5/10 (+1.0 to every dimension), selects `system_seeing` in Gate 1 (+3 Structure, +3 Wisdom), rates `system_design` and `translation` 5 in Gate 2 (+7.5 Structure ×2, +7.5 Creation, +7.5 Wisdom), picks `learning` + `building` as givers (+4 Structure ×2, +4 Wisdom, +4 Creation), selects `build_systems` in Gate 4 (+5 Structure, +5 Sovereignty, +5 Creation), rates `perfectionism` 5 in Gate 5 (+4 Structure, +4 Creation), picks `create_daily` in Gate 6 (+3 Creation, +3 Structure), and answers Architect on Gate 8 Q1 + Q3 + "building freedom" on Q5:

- Structure raw = 39 → $39 \div 58 \times 100 = 67.2$
- Creation raw = 24.5 → $24.5 \div 52 \times 100 = 47.1$
- Wisdom raw = 15.5 → $15.5 \div 53.5 \times 100 = 29.0$
- Architect = 67.2 + 47.1 + 29.0 + 65 (Gate 8) = 208.3 → decisive primary; secondary resolves to Bridge. (Liberator picks up +15 from Q5 but lacks the dimension base.)

These exact numbers were produced by executing the production engine (`calculateDimensionScores` → `normalizeDimensionScores` → `determineRoles`) with the answers above.

9 · Change-safety rules

1. Exposure is computed live from gate content — adding/removing/re-dimensioning any option automatically re-normalizes. No constant needs manual updating.
 2. If you edit Gate 8, preserve the coverage invariant: every role in exactly 2 solo + 1 paired option (unit-tested in `src/test/gate8.test.tsx`).
 3. Gate weights (3 / 1.5× / 4 / 2 / 5 / 0.8× / 3) and Gate 8 bonuses (25/15) are the tuning surface. Changing them changes the resonance-vs-evidence balance: today max evidence (65) $\approx$ 22% of max resonance (300), enough to flip a mild lean but not a strong one.
 4. `gate8` is optional on `GateAnswers` — legacy results without it remain valid.
-

10 · Role determination — the entire flow, role by role

How to read these tables: for each role, every answer option in the wizard that feeds one of its three dimensions is listed, gate by gate. The dimension(s) it touches for **this role** are in parentheses. Bold options touch two of the role's dimensions (double signal); ★ options touch all three (the role's signature option). Gate 0 is omitted (uniform boost to all roles); Gate 7 is omitted (never scored). Every role finishes with exactly 2 solo (+25) and 1 paired (+15) Gate 8 option → max evidence 65.

Per-option raw value toward the role = (gate weight) × (number of role dimensions touched). Example: a Gate 4 pick (+5/dim) that touches all 3 of a role's dimensions is worth 15 raw points spread across that role's dimensions.

The Bridge — Source (÷63) · Structure (÷58) · Discernment (÷50)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (BRIDGE DIMS TOUCHED)
G1 Patterns (+3/dim)	Existing between two worlds (Source+Discernment) · Cycles of ending & beginning (Source) · Lessons about boundaries (Discernment) · Seeing how systems work (Structure) · Physical sensations giving information (Source)
G2 Gifts (rating×1.5/dim)	Pattern recognition (Discernment) · System design (Structure) · Truth-speaking (Discernment) · Vision holding (Source) · Translation (Structure) · Energy sensing (Source)
G3 Givers (+4/dim)	Spiritual practice or ritual (Source+Discernment) · Solitude (Source) · Nature (Source) · Creative flow (Source) · Learning (Structure) · Building (Structure)
G3 Drainers (+2/dim)	Sustained chaos (Structure+Discernment) · Rigid systems (Structure) · Inauthenticity (Discernment) · Disconnection from Source (Source)
G4 Service (+5/dim)	I see and speak what others cannot yet perceive (Source+Discernment) · I translate complex truths (Structure) · I build systems (Structure) · I challenge what no longer serves (Discernment)
G5 Shadows (rating×0.8/dim)	Spiritual bypassing (Source+Structure) · Perfectionism (Structure) · Control (Discernment) · Scattered (Structure) · Hyper-vigilance (Discernment) · Self-doubt (Source)
G6 Embodiment (+3/dim)	Morning practice (Source) · Create daily (Structure) · Body listening (Discernment) · Boundary set (Structure)
G8 Evidence	Q1 "Translate between the conflicting perspectives" +25 · Q4 "Keep communication alive between all sides" +25 · Q5 "Connecting worlds, people, and ideas" +15 (shared with Weaver)

Fastest path to Bridge: bridge_worlds + ritual + chaos-drainer + see_truth + spiritual_bypass rated high + both Bridge Gate 8 solos + "connecting". Note Bridge shares see_truth and ritual with Oracle — Gate 8 is what separates them (translator vs receiver).

The Healer — Heart (÷77.5) · Body (÷63) · Transformation (÷47.5)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (HEALER DIMS TOUCHED)
G1 Patterns (+3/dim)	People seeking you out when in pain (Heart+Transformation) · Cycles of ending & beginning (Transformation) · Creative bursts then rest (Body) · Instant deep connections (Heart) · Physical sensations giving information (Body) · Pull to free from constraints (Transformation)
G2 Gifts (rating×1.5/dim)	Calming others with presence alone (Body+Heart) · Deep listening (Heart) · Space holding (Heart) · Energy sensing (Body) · Catalyzing (Transformation)
G3 Givers (+4/dim)	Physical movement (Body+Transformation) · Nature (Body) · Deep 1-on-1 conversations (Heart) · Helping someone directly (Heart) · Community gathering (Heart)
G3 Drainers (+2/dim)	Lack of growth or movement (Transformation+Body) · Small talk (Heart) · Inauthenticity (Heart) · Over-stimulation (Body) · Disconnection (Heart) · Performing/masking (Heart) · Prolonged isolation (Body)
G4 Service (+5/dim)	★ I hold space for others' healing and growth (Heart+Transformation+Body — all three) · I protect the sacred (Body+Heart) · I connect people (Heart) · I bring beauty into suffering (Transformation) · I challenge what no longer serves (Transformation)
G5 Shadows (rating×0.8/dim)	Giving until depleted (Heart+Body) · People-pleasing (Heart) · Withdrawing (Body) · Hyper-vigilance (Body) · Avoiding transformation (Transformation)
G6 Embodiment (+3/dim)	Morning practice (Body) · One honest conversation (Heart) · Release one commitment (Transformation) · Body listening (Body) · Reach out to someone (Heart) · Study a pattern (Transformation)
G8 Evidence	Q1 "Tend to the emotional field before anything else" +25 · Q4 "Stay with the overwhelmed and hold them steady" +25 · Q5 "Restoring people and places to wholeness" +15 (shared with Steward)

Fastest path to Healer: healing_drawn + physical_presence rated 5 + movement + hold_space (the only 3-dimension signature in Gate 4 for any role's full set) + over_giving rated high + both Healer solos + "restoring".

The Architect — Structure (÷58) · Creation (÷52) · Wisdom (÷53.5)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (ARCHITECT DIMS TOUCHED)
G1 Patterns (+3/dim)	Seeing how systems work before others (Structure+Wisdom) · Being asked to explain (Wisdom) · Creative bursts then rest (Creation)
G2 Gifts (rating×1.5/dim)	System design (Structure+Creation) · Translation (Wisdom+Structure) · Deep listening (Wisdom) · Pattern recognition (Wisdom) · Vision holding (Creation)
G3 Givers (+4/dim)	Learning something new (Wisdom+Structure) · Building something tangible (Structure+Creation) · Deep conversations (Wisdom) · Creative flow (Creation)
G3 Drainers (+2/dim)	Rigid meaningless systems (Structure) · Sustained chaos (Structure)
G4 Service (+5/dim)	I translate complex truths (Wisdom+Structure) · I build systems that serve liberation (Structure+Creation) · I see and speak truth (Wisdom) · I connect people (Creation) · I bring beauty (Creation)
G5 Shadows (rating×0.8/dim)	Perfectionism (Structure+Creation) · Scattered — starting many, finishing few (Creation+Structure) · Spiritual bypassing (Structure) · Avoiding transformation (Wisdom)
G6 Embodiment (+3/dim)	Create daily for 7 days (Creation+Structure) · Study a pattern (Wisdom) · Boundary set (Structure)
G8 Evidence	Q1 "Break the chaos into a clear structure or plan" +25 · Q3 "Design the system or skeleton before touching details" +25 · Q5 "Building structures that set people free" +15 (shared with Liberator)

Fastest path to Architect: the widest network of double signals in the wizard (7 double-dim options) — system_seeing + system_design/translation rated 5 + learning/building + build_systems + perfectionism/scattered rated high + create_daily + both Architect solos + "building freedom".

The Oracle — Source (÷63) · Wisdom (÷53.5) · Discernment (÷50)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (ORACLE DIMS TOUCHED)
G1 Patterns (+3/dim)	Existing between two worlds (Source+Discernment) · Cycles of ending & beginning (Source) · Being asked to explain (Wisdom) · Boundary lessons (Discernment) · Seeing how systems work (Wisdom) · Physical sensations giving information (Source)
G2 Gifts (rating×1.5/dim)	Pattern recognition (Wisdom+Discernment) · Deep listening (Wisdom) · Truth-speaking (Discernment) · Vision holding (Source) · Translation (Wisdom) · Energy sensing (Source)
G3 Givers (+4/dim)	Spiritual practice or ritual (Source+Discernment) · Solitude (Source) · Nature (Source) · Deep conversations (Wisdom) · Creative flow (Source) · Learning (Wisdom)
G3 Drainers (+2/dim)	Inauthenticity (Discernment) · Disconnection from Source (Source) · Sustained chaos (Discernment)
G4 Service (+5/dim)	★ I see and speak what others cannot yet perceive (Source+Discernment+Wisdom — all three) · I translate complex truths (Wisdom) · I bring beauty (Source) · I challenge what no longer serves (Discernment)
G5 Shadows (rating×0.8/dim)	Spiritual bypassing (Source) · Control (Discernment) · Hyper-vigilance (Discernment) · Self-doubt (Source) · Avoiding transformation (Wisdom)
G6 Embodiment (+3/dim)	Morning practice (Source) · Body listening (Discernment) · Study a pattern (Wisdom)
G8 Evidence	Q1 "Name the deeper truth nobody is saying out loud" +25 · Q3 "Get quiet and receive guidance before acting" +25 · Q5 "Revealing truth and lighting the path forward" +15 (shared with Teacher)

Fastest path to Oracle: bridge_worlds + pattern_recognition rated 5 + ritual + see_truth (Oracle's exclusive triple) + both Oracle solos + "revealing". Oracle vs Bridge: identical Source/Discernment feeds — Wisdom (Oracle) vs Structure (Bridge) and Gate 8 decide.

The Guardian — Sovereignty (÷60.5) · Body (÷63) · Discernment (÷50)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (GUARDIAN DIMS TOUCHED)
G1 Patterns (+3/dim)	Lessons about personal boundaries (Sovereignty+Discernment) · Creative bursts then rest (Body) · Existing between two worlds (Discernment) · Physical sensations (Body) · Pull to free from constraints (Sovereignty)
G2 Gifts (rating×1.5/dim)	Truth-speaking (Discernment+Sovereignty) · Pattern recognition (Discernment) · Calming presence (Body) · Energy sensing (Body)
G3 Givers (+4/dim)	Solitude (Sovereignty) · Nature (Body) · Movement (Body) · Ritual (Discernment)
G3 Drainers (+2/dim)	Over-stimulation (Body+Sovereignty) · Small talk (Sovereignty) · Rigid systems (Sovereignty) · Inauthenticity (Discernment) · Stagnation (Body) · Injustice (Sovereignty) · Chaos (Discernment) · Performing/masking (Sovereignty) · Isolation (Body) — Guardian dominates the drainers list: 9 of 10 feed it
G4 Service (+5/dim)	I protect what is sacred and vulnerable (Sovereignty+Body) · I challenge what no longer serves (Sovereignty+Discernment) · I build systems (Sovereignty) · I see truth (Discernment)
G5 Shadows (rating×0.8/dim)	Needing to control outcomes (Sovereignty+Discernment) · Hyper-vigilance (Discernment+Body) · People-pleasing (Sovereignty) · Withdrawing (Body) · Over-giving (Body) · Self-doubt (Sovereignty)
G6 Embodiment (+3/dim)	Listen to your body's signals (Body+Discernment) · Release one commitment (Sovereignty) · Set one clear boundary (Sovereignty)
G8 Evidence	Q1 "Hold the container — protect the space" +25 · Q3 "Secure the ground first — resources, boundaries, safety" +25 · Q5 "Protecting the sacred while birthing the new" +15 (shared with Creator)

Fastest path to Guardian: boundary_lessons + truth_speaking rated 5 + heavy drainer sensitivity (over_stimulation especially) + protect_sacred/challenge_norms + control/hyper_vigilance rated high + body_listen + both Guardian solos + "protecting/birthing".

The Teacher — Wisdom ($\div 53.5$) · Community ($\div 53$) · Heart ($\div 77.5$)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (TEACHER DIMS TOUCHED)
G1 Patterns (+3/dim)	Being asked to explain or guide others (Wisdom+Community) · Instant deep connections with strangers (Heart+Community) · Seeing how systems work (Wisdom) · People seeking you in pain (Heart)
G2 Gifts (rating $\times 1.5$ /dim)	Deep listening (Heart+Wisdom) · Space holding (Heart+Community) · Pattern recognition (Wisdom) · Calming presence (Heart) · Translation (Wisdom) · Catalyzing (Community)
G3 Givers (+4/dim)	Deep 1-on-1 conversations (Heart+Wisdom) · Helping someone directly (Community+Heart) · Community gathering (Community+Heart) · Learning (Wisdom)
G3 Drainers (+2/dim)	Small talk (Heart) · Inauthenticity (Heart) · Injustice (Community) · Disconnection (Heart) · Performing (Heart) · Isolation (Community)
G4 Service (+5/dim)	I translate complex truths (Wisdom+Community) · I connect people who need each other (Community+Heart) · I hold space (Heart) · I see truth (Wisdom) · I protect the sacred (Heart)
G5 Shadows (rating $\times 0.8$ /dim)	People-pleasing (Heart) · Withdrawing (Community) · Over-giving (Heart) · Avoiding transformation (Wisdom)
G6 Embodiment (+3/dim)	One honest conversation (Heart+Community) · Reach out to someone (Community+Heart) · Study a pattern (Wisdom)
G8 Evidence	Q2 "To explain or teach them something difficult" +25 · Q4 "Explain what is happening so people can act" +25 · Q5 "Revealing truth and lighting the path forward" +15 (shared with Oracle)

Fastest path to Teacher: teaching_moments + listening/space_holding rated 5 + deep_conversation/service/community_gathering + translate + one_conversation/community_reach + both Teacher solos + "revealing". Teacher vs Weaver: both feed on Heart+Community — Wisdom (Teacher) vs Creation (Weaver) and Gate 8 decide.

The Creator — Creation (÷52) · Source (÷63) · Transformation (÷47.5)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (CREATOR DIMS TOUCHED)
G1 Patterns (+3/dim)	Cycles of ending & beginning (Transformation+Source) · Creative bursts then rest (Creation) · People seeking you in pain (Transformation) · Two worlds (Source) · Body wisdom (Source) · Pull to freedom (Transformation)
G2 Gifts (rating×1.5/dim)	Holding a vision others can't yet see (Source+Creation) · System design (Creation) · Energy sensing (Source) · Catalyzing (Transformation)
G3 Givers (+4/dim)	Unstructured creative time (Creation+Source) · Solitude (Source) · Nature (Source) · Movement (Transformation) · Building (Creation) · Ritual (Source)
G3 Drainers (+2/dim)	Stagnation (Transformation) · Disconnection from Source (Source)
G4 Service (+5/dim)	★ I bring beauty into spaces of suffering (Creation+Source+Transformation — all three) · I build systems (Creation) · I see truth (Source) · I connect people (Creation) · I challenge what no longer serves (Transformation)
G5 Shadows (rating×0.8/dim)	Perfectionism (Creation) · Spiritual bypassing (Source) · Scattered (Creation) · Self-doubt (Source) · Avoiding transformation (Transformation)
G6 Embodiment (+3/dim)	Morning practice (Source) · Release one commitment (Transformation) · Create daily (Creation) · Study a pattern (Transformation)
G8 Evidence	Q2 "To create or design something that doesn't exist yet" +25 · Q3 "Make something tangible immediately — a prototype, a draft" +25 · Q5 "Protecting the sacred while birthing the new" +15 (shared with Guardian)

Fastest path to Creator: recurring_endings + vision_holding rated 5 + creative_flow + create_beauty (Creator's exclusive triple) + both Creator solos + "birthing". Creator benefits most from normalization: its dims (52/63/47.5) include the two lowest-exposure dimensions.

The Liberator — Sovereignty (÷60.5) · Transformation (÷47.5) · Community (÷53)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (LIBERATOR DIMS TOUCHED)
G1 Patterns (+3/dim)	A pull to free yourself or others from constraints (Sovereignty+Transformation) · Cycles of ending (Transformation) · Teaching moments (Community) · Boundary lessons (Sovereignty) · Deep connections (Community) · Healing drawn (Transformation)
G2 Gifts (rating×1.5/dim)	Sparking transformation in others (Transformation+Community) · Truth-speaking (Sovereignty) · Space holding (Community)
G3 Givers (+4/dim)	Solitude (Sovereignty) · Movement (Transformation) · Service (Community) · Community gathering (Community)
G3 Drainers (+2/dim)	Witnessing injustice without power to act (Community+Sovereignty) · Small talk (Sovereignty) · Rigid systems (Sovereignty) · Stagnation (Transformation) · Over-stimulation (Sovereignty) · Performing/masking (Sovereignty) · Isolation (Community)
G4 Service (+5/dim)	I challenge what no longer serves the collective (Sovereignty+Transformation) · I translate (Community) · I hold space (Transformation) · I build systems (Sovereignty) · I protect the sacred (Sovereignty) · I connect people (Community) · I bring beauty (Transformation)
G5 Shadows (rating×0.8/dim)	People-pleasing (Sovereignty) · Withdrawing (Community) · Control (Sovereignty) · Self-doubt (Sovereignty) · Avoiding transformation (Transformation)
G6 Embodiment (+3/dim)	Release one commitment that doesn't serve you (Sovereignty+Transformation) · One honest conversation (Community) · Reach out (Community) · Study a pattern (Transformation)
G8 Evidence	Q2 "To help them break free from a situation or limitation" +25 · Q4 "Challenge the rules or system that caused it" +25 · Q5 "Building structures that set people free" +15 (shared with Architect)

Fastest path to Liberator: liberation_pull + catalyzing rated 5 + injustice-drainer + challenge_norms + release_one + both Liberator solos + "building freedom".

The Steward — Body (÷63) · Structure (÷58) · Community (÷53)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (STEWARD DIMS TOUCHED)
G1 Patterns (+3/dim)	Teaching moments (Community) · Creative bursts then rest (Body) · Deep connections (Community) · Seeing how systems work (Structure) · Body wisdom (Body)
G2 Gifts (rating×1.5/dim)	Calming presence (Body) · System design (Structure) · Space holding (Community) · Translation (Structure) · Energy sensing (Body) · Catalyzing (Community)
G3 Givers (+4/dim)	Nature (Body) · Movement (Body) · Learning (Structure) · Service (Community) · Building (Structure) · Community gathering (Community)
G3 Drainers (+2/dim)	Prolonged isolation without choice (Community+Body) · Rigid systems (Structure) · Stagnation (Body) · Over-stimulation (Body) · Injustice (Community) · Chaos (Structure)
G4 Service (+5/dim)	I translate complex truths into accessible forms (Structure+Community) · I hold space (Body) · I build systems (Structure) · I protect the sacred (Body) · I connect people (Community)
G5 Shadows (rating×0.8/dim)	Withdrawing when connection is needed (Community+Body) · Perfectionism (Structure) · Spiritual bypassing (Structure) · Over-giving (Body) · Scattered (Structure) · Hyper-vigilance (Body)
G6 Embodiment (+3/dim)	Morning practice (Body) · One honest conversation (Community) · Create daily (Structure) · Body listening (Body) · Reach out (Community) · Boundary set (Structure) — Steward is fed by 6 of the 8 embodiment steps
G8 Evidence	Q2 "To take care of things and keep them running" +25 · Q4 "Quietly keep the essentials maintained and stable" +25 · Q5 "Restoring people and places to wholeness" +15 (shared with Healer)

Fastest path to Steward: Steward has the fewest double-dim options (only isolation-drainer, withdrawing-shadow, and translate) — it wins through **breadth** (it touches more total options than any role except Guardian) plus decisive Gate 8 evidence. The two Steward solos are usually what confirms it.

The Weaver — Community (÷53) · Heart (÷77.5) · Creation (÷52)

GATE (WEIGHT)	CONTRIBUTING OPTIONS (WEAVER DIMS TOUCHED)
G1 Patterns (+3/dim)	Forming instant deep connections with strangers (Heart+Community) · Teaching moments (Community) · Creative bursts (Creation) · Healing drawn (Heart)
G2 Gifts (rating×1.5/dim)	Creating safe space for vulnerability (Heart+Community) · Deep listening (Heart) · Calming presence (Heart) · System design (Creation) · Vision holding (Creation) · Catalyzing (Community)
G3 Givers (+4/dim)	Helping someone directly (Community+Heart) · Community gathering (Community+Heart) · Deep conversations (Heart) · Creative flow (Creation) · Building (Creation)
G3 Drainers (+2/dim)	Small talk (Heart) · Inauthenticity (Heart) · Injustice (Community) · Disconnection (Heart) · Performing (Heart) · Isolation (Community)
G4 Service (+5/dim)	★ I connect people who need each other (Community+Heart+Creation — all three) · I translate (Community) · I hold space (Heart) · I build systems (Creation) · I protect the sacred (Heart) · I bring beauty (Creation)
G5 Shadows (rating×0.8/dim)	People-pleasing (Heart) · Perfectionism (Creation) · Withdrawing (Community) · Over-giving (Heart) · Scattered (Creation)
G6 Embodiment (+3/dim)	One honest conversation (Heart+Community) · Reach out to someone (Community+Heart) · Create daily (Creation)
G8 Evidence	Q2 "To connect them with the right person or resource" +25 · Q3 "Gather the right people around the goal" +25 · Q5 "Connecting worlds, people, and ideas" +15 (shared with Bridge)

Fastest path to Weaver: deep_connections + space_holding rated 5 + service/community_gathering + connect_people (Weaver's exclusive triple) + both Weaver solos + "connecting". Weaver vs Teacher: Creation vs Wisdom is the tiebreaker dimension; Gate 8 settles it behaviorally.

Cross-role disambiguation cheat sheet

The engine's most common near-ties and what separates them:

CONFUSABLE PAIR	SHARED DIMENSIONS	DECIDING DIMENSION	DECIDING GATE 8 CONTRAST
Bridge ↔ Oracle	Source, Discernment (2)	Structure (B) vs Wisdom (O)	translate/communicate vs name-truth/receive-guidance
Teacher ↔ Weaver	Community, Heart (2)	Wisdom (T) vs Creation (W)	explain vs introduce/gather
Healer ↔ Steward	Body (1)	Heart+Transformation vs Structure+Community	tend-emotions/hold-steady vs keep-running/keep-essentials
Guardian ↔ Liberator	Sovereignty (1)	Body+Discernment vs Transformation+Community	hold-container/secure-ground vs break-free/break-rules
Architect ↔ Creator	Creation (1)	Structure+Wisdom vs Source+Transformation	design-system/plan vs make-new/make-tangible