

# I.06 - PRESENCE-DERIVED IDENTITY PROTOCOL

*(Protocolized from Invariant 6)*

**Invariant:** Identity emerges from presence, not declaration.

**Protocol-ID:** I.06.IDENTITY

**Status:** DRAFT → CANONICAL (on freeze)

**Mutation:** EVOLVE ONLY

**Class:** Identity Constraint

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## 1. Scope (LOCKED)

Applies to:

- all identity formation
- all agent continuity
- all attribution of action or presence
- all legitimacy checks that reference an agent

Does **not** apply to:

- private self-conception
  - off-system identities
  - narrative labels
  - symbolic roles without consequence
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## 2. Identity Definition

**Identity** is the continuity of verified presence across EVENTS.

Identity is not:

- a name
- a document
- a credential
- a claim
- a role

Identity exists only as an accumulated record of presence truth.

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## 3. Pass Condition

An identity claim passes **I.06** iff:

- it is derived exclusively from finalized presence truths
  - presence truths are event-scoped and immutable
  - continuity can be traced without gaps
  - no declarative assertion substitutes presence
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## 4. Fail Conditions (ANY triggers failure)

- identity asserted without presence history
- identity derived from documents or credentials
- identity inferred from payment or access

- identity constructed retroactively
  - identity merged without shared presence continuity
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## 5. Suppression Rule (MANDATORY)

On failure:

- the identity claim is **INVALID**
- no attribution may occur
- downstream protocols are halted
- the invalid claim is recorded

Identity cannot be “fixed” by assertion.

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## 6. Witness Artifact

The system records:

- identity reference
  - presence records used
  - continuity span
  - pass / fail result
  - timestamp (UTC)
  - protocol version
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## **7. Canonical Statement**

You are only what you have been present for.