

### Purpose Set

the means used by characters to seek fulfillment or satisfaction (WHAT they want)

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|--|---|---|--|
| that which one holds to be true, to rely on what is held to be true                                  | being suited to handle a task; the innate capacity to do or be                                | objective reality; sees right through image and pretense                            | being conscious of things outside oneself, misses nothing around him                         |
| <b>Knowledge</b>   | <b>Ability</b>  | <b>Actuality</b>  | <b>Aware</b>   |
| mindful of a future where situations or circumstances are improved                                   | the process of consideration, illuminating every side of an issue                             | being conscious of one's existence, everything's set in terms of his own view point | more concerned with the way things seem to be than how they really are                       |
| <b>Desire</b>  | <b>Thought</b>  | <b>Self-Aware</b>   | <b>Perception</b>  |
| a patterned arrangement, concerned with keeping things organized                                     | to want everything to work out fair and square, to maintain balance                           | a continuation of a state or process, to maintain the status quo                    | an extension of probability into the future, a means of anticipating events                  |
| <b>Order</b>   | <b>Equity</b>   | <b>Inertia</b>  | <b>Projection</b>  |
| to evaluate in terms with what is wrong or unfair with a situation                                   | random change or a lack of order, brilliant at cutting through a Gordian knot                 | what might happen in the future, even though it's not the most likely scenario      | if things've been one way long enough to establish patterns, its time to change              |
| <b>Inequity</b>  | <b>Chaos</b>  | <b>Speculation</b>  | <b>Change</b>  |
| to weigh the pros and cons, deliberate and ponder on an issue, to keep running it over in one's mind | a rational sense of how things are related, to make the most efficient choice based on reason | the drive to seek after, to determine what's needed and head straight for it        | directed, constrained, to methodically direct action and deliberation to the purpose at hand |
| <b>Consider</b>  | <b>Logic</b>  | <b>Pursuit</b>  | <b>Control</b>   |
| an emotional sense of how things are going, to make the most fulfilling choice based on emotion      | to think through again, to reexamine conclusions to see if they are still valid               | unconstrained, free, fully involved, but without direction                          | to step around, prevent or escape, to stop something from happening                          |
| <b>Feeling</b>   | <b>Reconsider</b>   | <b>Uncontrolled</b>   | <b>Avoid</b>   |
| to accept without proof; faith in one's ability is a very strong motivator                           | to forgo an immediate pleasure or benefit because of future consequences                      | to aid the effort without actually participating in it                              | to directly assist in an effort  |
| <b>Faith</b>   | <b>Conscience</b>   | <b>Support</b>  | <b>Help</b>  |
| the urge to embrace immediate benefits despite possible consequences                                 | absolute confidence that something is not true  | to undermine another's effort, even if it's unaware of what it's doing              | to speak out against an effort without actively engaging to prevent it                       |
| <b>Temptation</b>  | <b>Disbelief</b>  | <b>Hinder</b>   | <b>Oppose</b>  |

### Motivation Set

reasons / emotions characters seek to fulfill or satisfy (WHY they want it)

### Evaluation Set

how characters judge the effectiveness of their actions or decisions (WHERE they're at)

|   |  |   |  |
|---|--|---|--|
| what's been shown to be correct to enough people enough times to be considered fact           | an unbroken chain of relationships leading from a premise to a conclusion                                | the end product of an effort, the specific outcome forced by a cause                              | acceptance without evidence, without proof   |
| <b>Proven</b>   | <b>Theory</b>  | <b>Effect</b>   | <b>Trust</b>   |
| an understanding based on insufficient circumstantial evidence                                | an understanding suspected to be true, but not substantiated enough to call it fact                      | to try out an idea to see if it is correct, to try things out before using them                   | to be concerned with what is behind a situation or its circumstances                                   |
| <b>Hunch</b>  | <b>Unproven</b>  | <b>Test</b>   | <b>Cause</b>   |
| to accept approximations that are "within tolerance" or "good enough" for the purpose at hand | what to expect to find at the end of a path  | to consider the ripple effect that might occur from a given cause                                 | to look for the conclusion in every process or situation, either to prevent it or to hasten it         |
| <b>Accurate</b>   | <b>Expectation</b>   | <b>Result</b>   | <b>Ending</b>  |
| to anticipate future effects or to take action to stop or enhance a current effect            | to find the error that ruins the argument, unable to accept an explanation or concept that isn't perfect | to see nothing as ever ending, everything is a step leading to another                            | an ongoing activity; to keep the engine running smoothly   |
| <b>Determination</b>  | <b>Non-Accurate</b>  | <b>Unending</b>   | <b>Process</b>   |
| to be completely sure before taking action or accepting something as true                     | to put beliefs and efforts behind what's most likely, not as bound to safety as the certainty character  | to take initiative, to be at it the moment a problem emerges, to problem solve on one's own       | to allow a course of action by not interfering, or to not move out of harm's way and create a blockade |
| <b>Certainty</b>  | <b>Probability</b>   | <b>Proaction</b>  | <b>Inaction</b>  |
| to determine something might be true, to look at a whole range of alternatives                | to determine something might become true, to take risks on long odds                                     | to prevent interference with one's concerns, to build defenses against actual & potential threats | to strike back at the source of a problem after it materializes  |
| <b>Possibility</b>  | <b>Potentiality</b>  | <b>Protection</b>   | <b>Reaction</b>  |
| to arrive at a determination of what is, by limiting out all that cannot be                   | to compare the likelihood of several incomplete lines of deduction                                       | to allow, tolerate, or adapt, to never oppose   | to create an understanding of how all the parts fit together to better grasp how to deal with an issue |
| <b>Deduction</b>  | <b>Reduction</b>   | <b>Aceptance</b>  | <b>Evaluation</b>  |
| to arrives at a future truth by limiting out what can not happen                              | to determine where an unbroken line of causal relationships might lead                                   | to reconsider one's first impressions, but easily swayed by new misleading information            | to not allow, tolerate, compromise, or adapt; a decision to oppose                                     |
| <b>Production</b>   | <b>Induction</b>   | <b>Re-Evaluation</b>  | <b>Non-Acceptance</b>  |

### Methodology Set

the means characters use to achieve their purpose (HOW they go about it)