

STORY ENGINE SETTINGS: "Your Story"

CHARACTER DYNAMICS:

MC RESOLVE: Change
 MC GROWTH: Start
 MC APPROACH: Be-er
 MC PROBLEM-SOLVING STYLE:
 Linear
 IC RESOLVE: Steadfast

PLOT DYNAMICS:

DRIVER: Action
 LIMIT: Optionlock
 OUTCOME: Success
 JUDGMENT: Good

INFLUENCE CHARACTER

(Influence Character)
 DOMAIN: Situation
 CONCERN: The Past
 ISSUE: Fate vs. *Destiny*
 PROBLEM: Speculation
 SOLUTION: Projection
 SYMPTOM: Aware
 RESPONSE: Self Aware
 UNIQUE ABILITY: Fate
 CRITICAL FLAW: Falsehood
 BENCHMARK: The Present
 SIGNPOST 1: How Things are
 Changing
 SIGNPOST 2: The Future
 SIGNPOST 3: The Present
 SIGNPOST 4: The Past

RELATIONSHIP

(The Relationship)
 DOMAIN: Manipulation
 CONCERN: Developing a Plan
 ISSUE: Situation vs. *Circumstances*
 PROBLEM: Inequity
 SOLUTION: Equity
 SYMPTOM: Aware
 RESPONSE: Self Aware
 CATALYST: State of Being
 INHIBITOR: Conditioning
 BENCHMARK: Conceiving an Idea
 SIGNPOST 1: Conceiving an Idea
 SIGNPOST 2: Playing a Role
 SIGNPOST 3: Developing a Plan
 SIGNPOST 4: Changing One's Nature

OVERALL STORY

(The Overall Story)
 DOMAIN: Activity
 CONCERN: Understanding
 ISSUE: Senses vs. *Interpretation*
 PROBLEM: Perception
 SOLUTION: Actuality
 SYMPTOM: Aware
 RESPONSE: Self Aware
 CATALYST: Instinct
 INHIBITOR: Sense of Self
 BENCHMARK: Gathering Information
 SIGNPOST 1: Gathering Information
 SIGNPOST 2: Doing
 SIGNPOST 3: Obtaining
 SIGNPOST 4: Understanding

MAIN CHARACTER

(Main Character)
 DOMAIN: Fixed Attitude
 CONCERN: Memories
 ISSUE: Truth vs. *Falsehood*
 PROBLEM: Perception
 SOLUTION: Actuality
 SYMPTOM: Knowledge
 RESPONSE: Thought
 UNIQUE ABILITY: Truth
 CRITICAL FLAW: Destiny
 BENCHMARK: Contemplation
 SIGNPOST 1: Memories
 SIGNPOST 2: Impulsive Responses
 SIGNPOST 3: Innermost Desires
 SIGNPOST 4: Contemplation

ADDITIONAL STORY POINTS

GOAL: Understanding
 CONSEQUENCE: Developing a Plan

REQUIREMENT: Gathering Information
 PREREQUISITE: Conceiving an Idea

Your Story

COST: The Past
DIVIDEND: Memories

Story Engine Settings

PRECONDITION: The Present
FOREWARNINGS: Contemplation