

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: Decision
 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 Future
 SIGNPOST 1: The Present
 SIGNPOST 2: How Things are
 Changing
 SIGNPOST 3: The Future
 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: Changing One's
 Nature
 SIGNPOST 1: Conceiving an Idea
 SIGNPOST 2: Developing a Plan
 SIGNPOST 3: Playing a Role
 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: Obtaining
 SIGNPOST 1: Gathering Information
 SIGNPOST 2: Understanding
 SIGNPOST 3: Doing
 SIGNPOST 4: Obtaining

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: Innermost Desires
 SIGNPOST 1: Impulsive Responses
 SIGNPOST 2: Memories
 SIGNPOST 3: Innermost Desires
 SIGNPOST 4: Contemplation

ADDITIONAL STORY POINTS

GOAL: Understanding

REQUIREMENT: Obtaining

Your Story

CONSEQUENCE: Developing a Plan
COST: The Past
DIVIDEND: Memories

Story Engine Settings

PREREQUISITE: Changing One's
Nature
PRECONDITION: The Future
FOREWARNINGS: Innermost Desires