

**STORY ENGINE SETTINGS: "Your Story"**

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**CHARACTER DYNAMICS:**

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

**PLOT DYNAMICS:**

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

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**INFLUENCE CHARACTER**

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

**RELATIONSHIP**

*(The Relationship)*  
 DOMAIN: Manipulation  
 CONCERN: Developing a Plan  
 ISSUE: Situation vs. *Circumstances*  
 PROBLEM: Inequity  
 SOLUTION: Equity  
 SYMPTOM: Aware  
 RESPONSE: Self Aware  
 CATALYST: Circumstances  
 INHIBITOR: Senses  
 BENCHMARK: Playing a Role  
 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: Interpretation  
 INHIBITOR: Situation  
 BENCHMARK: Doing  
 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: Suspicion  
 CRITICAL FLAW: Prediction  
 BENCHMARK: Impulsive Responses  
 SIGNPOST 1: Memories  
 SIGNPOST 2: Impulsive Responses  
 SIGNPOST 3: Innermost Desires  
 SIGNPOST 4: Contemplation

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**ADDITIONAL STORY POINTS**

GOAL: Understanding

REQUIREMENT: Doing

Your Story

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

Story Engine Settings

PREREQUISITE: Playing a Role  
PRECONDITION: How Things are  
Changing  
FOREWARNINGS: Impulsive  
Responses