STORY ENGINE SETTINGS: "Your Story"

CHARACTER DYNAMICS:

MC RESOLVE: Change MC GROWTH: Start MC APPROACH: Be-er

MC PROBLEM-SOLVING STYLE:

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: Interdiction CRITICAL FLAW: Evidence BENCHMARK: The Present 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: Circumstances

INHIBITOR: Senses

BENCHMARK: Conceiving an Idea SIGNPOST 1: Developing a Plan SIGNPOST 2: Playing a Role

SIGNPOST 3: Changing One's Nature SIGNPOST 4: Conceiving an Idea

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: Gathering Information

SIGNPOST 1: Doing SIGNPOST 2: Obtaining

SIGNPOST 3: Gathering Information

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: 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

PRECONDITION: The Present FOREWARNINGS: Contemplation