

Your Story

STORY ENGINE SETTINGS: "Your Story"

RESOLVE: Steadfast
IC RESOLVE: Change
GROWTH: Start
APPROACH: Be-er
PROBLEM-SOLVING STYLE: Holistic
DRIVER: Decision
LIMIT: Optionlock
OUTCOME: Success
JUDGMENT: Good

OVERALL STORY

DOMAIN: Drawing
CONCERN: Having an Intuitive Understanding of Oneself
ISSUE: Being Interpreted *vs. Senses*
PROBLEM: Being Chaotic
SOLUTION: Conforming to a Particular Group's Regulations
SYMPTOM: Working Toward Balance
RESPONSE: Creating Disparity with Someone
CATALYST: Following One's Inner Voice to Do Something
INHIBITOR: Being Predicted
BENCHMARK: Training Something
SIGNPOST 1: Being Dense about Someone
SIGNPOST 2: Shooting People
SIGNPOST 3: Winning Someone's Love
SIGNPOST 4: Practicing Cognitive Learning

MAIN CHARACTER THROUGHLINE

(Main Character)
DOMAIN: Fearing Heights
CONCERN: Memorizing a Particular Group's Motto
ISSUE: Lying about One's Recollections *vs. Truth*
PROBLEM: Prognosticating
SOLUTION: Making Projections
SYMPTOM: Being Fair and Balanced
RESPONSE: Getting Unequal Pay for Something
UNIQUE ABILITY: Being a Generally Accepted Truth
CRITICAL FLAW: Having Status
BENCHMARK: Being Startled by Something
SIGNPOST 1: Fancying Someone
SIGNPOST 2: Remembering
SIGNPOST 3: Having a Nervous Tic
SIGNPOST 4: Brooding

INFLUENCE CHARACTER THROUGHLINE

(Influence Character)
DOMAIN: Being Stranded
CONCERN: Studying Atlantis
ISSUE: Being Doomed *vs. Fate*
PROBLEM: Stirring Up Trouble for Someone

Your Story

SOLUTION: Grouping Something
SYMPTOM: Being Something Known
RESPONSE: Brainstorming about Something
UNIQUE ABILITY: Being Caught in Unavoidable Bad Situations
CRITICAL FLAW: Not Hearing Something
BENCHMARK: Growing Incrementally Better
SIGNPOST 1: Exploring Something's Origins
SIGNPOST 2: Making Headway
SIGNPOST 3: Looking into the Future of Something
SIGNPOST 4: Grasping the Meaning of an Idea

RELATIONSHIP

DOMAIN: Controlling a Particular Group's Thoughts
CONCERN: Working Out a Plan for Urban Development
ISSUE: Being Circumspect *vs. Situation*
PROBLEM: Constantly Examining Oneself for Something
SOLUTION: Sensing What Others Feel about Something
SYMPTOM: Balancing One's Work Life with One's Personal Life
RESPONSE: Showing Favoritism to a Particular Group
CATALYST: Showing Something's Higher Self
INHIBITOR: Gathering Evidence for Someone
BENCHMARK: Acting Normal
SIGNPOST 1: Doing Some City Planning
SIGNPOST 2: Acting
SIGNPOST 3: Being Transformed by Someone
SIGNPOST 4: Forming New Ideas about Something

ADDITIONAL STORY POINTS

GOAL: Realizing Something
CONSEQUENCE: Preparing for Something
COST: Showing an Interest in Historical Geology
DIVIDEND: Being Memorialized
REQUIREMENT: Making Love Somewhere
PREREQUISITE: Imitating
PRECONDITION: Being in Rapidly Accelerating Conditions
FOREWARNINGS: Being Calm about Something