	Objective Story	Main Character	Influence Character	Subjective Story
Domain	Objective Story Situation		Activity	Subjective Story Fixed Attitude
		Manipulation	-	
Concern	The Future	Changing One's Nature	Obtaining	Innermost Desires
Issue	Preconception vs Openness	Responsibility vs Commitment	Morality vs Self Interest	Denial vs Closure
Problem	Control	Control	Support	Conscience
Solution	Uncontrolled	Uncontrolled	Oppose	Temptation
Symptom	Hinder	Temptation	Hinder	Hinder
Response	Help	Conscience	Help	Help
Benchmark	How Things are Changing	Playing a Role	Doing	Impulsive Responses
Catalyst/UA	Openness	Rationalization	Approach	Closure
Inhibitor/CF	Denial	Attitude	Obligation	Preconception
Bump/Slide	slide-bump-slide (2 Acts)	slide-bump-slide (2 Acts)	bump-slide-bump (3 Acts)	bump-bump-bump (4 Acts)
Signpost 1	The Future	Playing a Role	Understanding	Memories
Setup	Truth (Knowledge, Thought, Actuality, Perception)	Rationalization (Consider, Reconsider, Support, Oppose)	Instinct (Knowledge, Thought, Ability, Desire)	Fact (Proven, Unproven, Accurate, Non-accurate)
Revelation	Evidence (Ability, Desire, Aware, Self-aware)	Commitment (Pursuit, Avoidance, Faith, Disbelief)	Senses (Actuality, Perception, Aware, Self- aware)	Security (Effect, Cause, Result, Process)
Conflict	Suspicion (Order, Chaos, Inertia, Change)	Responsibility (Control, Uncontrolled, Conscience, Temptation)	Interpretation (Order, Chaos, Equity, Inequity)	Threat (Theory, Hunch, Expectation, Determination)
Aftermath	Falsehood (Equity, Inequity, Projection, Speculation)	Obligation (Logic, Feeling, Help, Hinder)	Conditioning (Inertia, Change, Projection, Speculation)	Fantasy (Trust, Test, Ending, Unending)
Signpost 2	How Things are Changing	Changing One's Nature	Doing	Impulsive Responses
Setup	Value (Proven, Unproven, Effect, Cause)	Permission (Certainty, Potentiality, Acceptance, Non-acceptance)	Wisdom (Proven, Unproven, Theory, Hunch)	Fate (Knowledge, Thought, Order, Chaos)
Revelation	Confidence (Theory, Hunch, Trust, Test)	Need (Proaction, Reaction, Deduction, Induction)	Skill (Effect, Cause, Trust, Test)	Prediction (Actuality, Perception, Inertia, Change)
Conflict	Worry (Accurate, Non- accurate, Result, Process)	Expediency (Inaction, Protection, Reduction, Production)	Experience (Accurate, Non- accurate, Expectation, Determination)	Interdiction (Ability, Desire, Equity, Inequity)
Aftermath	Unending)	Deficiency (Probability, Possibility, Evaluation, Re-evaluation)	Enlightenment (Result, Process, Ending, Unending)	Destiny (Aware, Self- aware, Projection, Speculation)
Signpost 3	The Present	Conceiving an Idea	Obtaining	Contemplation
Setup	Investigation (Certainty, Potentiality, Proaction,	State of Being (Knowledge, Thought,	Approach (Consider,	Preconception (Control, Uncontrolled,

	Reaction)	Inertia, Change)	Reconsider, Logic, Feeling)	Help, Hinder)
Revelation	Appraisal (Probability, Possibility, Inaction, Protection)	Situation (Actuality, Perception, Order, Chaos)	Self Interest (Pursuit, Avoidance, Control, Uncontrolled)	Choice (Logic, Feeling, Conscience, Temptation)
Conflict	Reappraisal (Deduction, Induction, Acceptance, Non-acceptance)	Circumstances (Aware, Self-aware, Equity, Inequity)	Morality (Faith, Disbelief, Conscience, Temptation)	Delay (Pursuit, Avoidance, Support, Oppose)
Aftermath	Doubt (Reduction, Production, Evaluation, Re-evaluation)	Sense of Self (Ability, Desire, Projection, Speculation)	Attitude (Support, Oppose, Help, Hinder)	Openness (Consider, Reconsider, Faith, Disbelief)
Signpost 4	The Past	Developing a Plan	Gathering Information	Innermost Desires
Setup	Dream (Faith, Disbelief, Support, Oppose)	Ability (Effect, Cause, Accurate, Non-accurate)	Prerequisites (Certainty, Potentiality, Probability, Possibility)	Work (Certainty, Potentiality, Deduction, Induction)
Revelation	Hope (Logic, Feeling, Control, Uncontrolled)	Desire (Trust, Test, Expectation, Determination)	Strategy (Proaction, Reaction, Inaction, Protection)	Attraction (Proaction, Reaction, Acceptance, Non-acceptance)
Conflict	Denial (Conscience, Temptation, Help, Hinder)	Thought (Theory, Hunch, Ending, Unending)	Analysis (Deduction, Induction, Reduction, Production)	Repulsion (Probability, Possibility, Reduction, Production)
Aftermath	Closure (Consider, Reconsider, Pursuit, Avoidance)	Knowledge (Proven, Unproven, Process, Result)	Preconditions (Acceptance, Non-acceptance, Evaluation, Re-evaluation)	Attempt (Inaction, Protection, Evaluation, Re-evaluation)
	Goal The Future		Resolve Change	
	Consequence Innermost Desires		Growth Start	
	Cost	Obtaining	Approach Be-er	
		Changing One's Nature	Mental Sex	Male
	Requirements	How Things are Changing	Driver	Action
		Impulsive Responses	Limit	Optionlock
	Preconditions	-	Outcome	Success
	_	Playing a Role	Judgment	
	MC Crucial Element	-	IC Crucial Element	
		Actual Dilemma	Tendency	-
	Essence	Surmountable Odds	Reach	Both