# STORY ENGINE SETTINGS: "2021 Story Embroidery"

**CHARACTER DYNAMICS:** 

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

MC PROBLEM-SOLVING STYLE:

Linear

IC RESOLVE: Steadfast

PLOT DYNAMICS:

DRIVER: Action LIMIT: Timelock OUTCOME: Failure JUDGMENT: Good

#### **RELATIONSHIP**

(The Relationship)

DOMAIN: Being Stuck in Antarctica CONCERN: Not Having a Past ISSUE: Being Cursed *vs. Destiny* PROBLEM: Thinking about Someone SOLUTION: Being Learned about a

Particular Group

SYMPTOM: Being an Orderly Group RESPONSE: Being Unpredictable CATALYST: Being Destined to Do

**Great Things** 

INHIBITOR: Being a Generally

Accepted Truth

BENCHMARK: Putting Someone's

House in Order

SIGNPOST 1: Improving Someone's

Situation

SIGNPOST 2: Making Something's

Future

SIGNPOST 3: Managing to Get By SIGNPOST 4: Burying Someone's Past

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**INFLUENCE CHARACTER** 

(Clarence)

DOMAIN: Brainwashing a Particular

Group

CONCERN: Outdoing Someone by

Skillful Planning

**MAIN CHARACTER** 

(Jill)

DOMAIN: Hitting Golf Balls CONCERN: Understanding a

Particular Group

ISSUE: Following Something's Feelings about Someone vs.

Conditionina

PROBLEM: Contemplating Someone

SOLUTION: Being Known as

Something

SYMPTOM: Being Someone Able RESPONSE: Being Attracted to a

Particular Group

UNIQUE ABILITY: Being Conditioned to Respond Negatively to Something CRITICAL FLAW: Discovering One's

Essence

BENCHMARK: Studying

SIGNPOST 1: Performing Magic SIGNPOST 2: Realizing a Particular

Group is Telling the Truth

SIGNPOST 3: Getting an Inheritance SIGNPOST 4: Learning How to Do

Something

**OVERALL STORY** 

(The Overall Story)

DOMAIN: Having a Crush on

ISSUE: Being a Gentle Soul vs. Sense

of Self

PROBLEM: Being Something Lawless

SOLUTION: Being Overly Structured SYMPTOM: Finding Objective Reality

RESPONSE: Relying on One's

Perceptions

UNIQUE ABILITY: Thinking Highly of

Oneself

CRITICAL FLAW: Having Poor

Instincts with it comes to a Particular

Group

BENCHMARK: Having a Suggestion

for Someone

SIGNPOST 1: Conceiving an Invention

SIGNPOST 2: Figuring Out How

Something Works

SIGNPOST 3: Playing a Role that

Masks One's Real Nature SIGNPOST 4: Becoming a Dog

Something

CONCERN: Remembering an

Anniversary

ISSUE: Being Legitimate vs.

Falsehood

PROBLEM: Thinking about

Something

SOLUTION: Being Someone Learned

SYMPTOM: Giving It to Someone

Straight

RESPONSE: Seeing Someone from a

Particular Perspective CATALYST: Prevaricating

INHIBITOR: Following a Particular

Group's Fate

BENCHMARK: Brooding Over

Something

SIGNPOST 1: Being Conscious of a

Particular Group

SIGNPOST 2: Being Numb to

Something

SIGNPOST 3: Carrying a Torch for a

Particular Group

SIGNPOST 4: Being Forgotten by

One's Loved Ones

#### **ADDITIONAL STORY POINTS**

GOAL: Cherishing Memories of a

Particular Group

CONSEQUENCE: Studying the

Paleolithic Era

COST: Planning a Cultural Revolution

**DIVIDEND:** Perceiving

REQUIREMENT: Reflecting On

Something

PREREQUISITE: Being Present for

Something

PRECONDITION: Coming Up with an

Idea

FOREWARNINGS: Collecting

Intelligence

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Linear

IC RESOLVE: Steadfast

**PLOT DYNAMICS:** 

DRIVER: Action LIMIT: Timelock OUTCOME: Failure JUDGMENT: Good

**RELATIONSHIP** 

(The Relationship)
DOMAIN: Situation
CONCERN: The Past
ISSUE: Fate vs. Destiny

PROBLEM: Thought SOLUTION: Knowledge SYMPTOM: Order

RESPONSE: Chaos CATALYST: Destiny INHIBITOR: Truth

BENCHMARK: The Present SIGNPOST 1: How Things are

Changing

SIGNPOST 2: The Future SIGNPOST 3: The Present SIGNPOST 4: The Past

INFLUENCE CHARACTER

(Clarence)

DOMAIN: Manipulation

CONCERN: Developing a Plan ISSUE: State of Being vs. Sense of

Self

PROBLEM: Chaos SOLUTION: Order SYMPTOM: Actuality RESPONSE: Perception

UNIOUE ABILITY: Sense of Self

MAIN CHARACTER

(Jill)

DOMAIN: Activity

CONCERN: Understanding ISSUE: Instinct vs. Conditioning

PROBLEM: Thought SOLUTION: Knowledge SYMPTOM: Ability RESPONSE: Desire

UNIQUE ABILITY: Conditioning CRITICAL FLAW: State of Being

BENCHMARK: Gathering Information

SIGNPOST 1: Doing

SIGNPOST 2: Understanding

SIGNPOST 3: Obtaining

SIGNPOST 4: Gathering Information

**OVERALL STORY** 

(The Overall Story)

DOMAIN: Fixed Attitude CONCERN: Memories

ISSUE: Truth vs. Falsehood

PROBLEM: Thought
SOLUTION: Knowledge
SYMPTOM: Actuality
RESPONSE: Perception
CATALYST: Falsehood

INHIBITOR: Fate

BENCHMARK: Contemplation

## 2021 Story Embroidery

## **Story Engine Settings**

CRITICAL FLAW: Instinct SIGNPOST 1: Contemplation

BENCHMARK: Conceiving an Idea SIGNPOST 2: Impulsive Responses SIGNPOST 1: Conceiving an Idea SIGNPOST 3: Innermost Desires

SIGNPOST 2: Developing a Plan SIGNPOST 4: Memories SIGNPOST 3: Playing a Role

SIGNPOST 4: Changing One's Nature

#### **ADDITIONAL STORY POINTS**

GOAL: Memories REQUIREMENT: Contemplation CONSEQUENCE: The Past PREREQUISITE: The Present

COST: Developing a Plan PRECONDITION: Conceiving an Idea

DIVIDEND: Understanding FOREWARNINGS: Gathering

Information

# **All Characters Report**

Name: Jill

ID: *Main Character*Gender: *Female*Form: *Single* 

**Character Type:** *Protagonist* 

Age:

**Occupation:** 

Name: Ricky Gender: Male Form: Single

**Character Type:** Antagonist

Age:

**Occupation:** 

Name: Angelia Gender: Female Form: Single

**Character Type:** *Skeptic* 

Age:

**Occupation:** 

Name: Jenny Gender: Female Form: Single

**Character Type:** *Contagonist* 

Age:

Occupation:

Name: Clarence

**ID**: Influence Character

Gender: *Male* Form: *Single* 

**Character Type:** Guardian

Age:

**Occupation:** 

Name: Jessie Gender: Female Form: Single

**Character Type:** *Emotion* 

Age:

**Occupation:** 

Name: Stanley Gender: Male Form: Single

**Character Type:** *Sidekick* 

Age:

**Occupation:** 

Name: *Tony* Gender: *Male* Form: *Single* 

**Character Type:** Reason

Age:

**Occupation:**