

Main Character Growth/Resolve

Growth	The MC will either grow by something's that stopping or something that's starting
Resolve	In the conflict between MC and IC the MC will Change or remain Steadfast
MC Resolve: Change	The IC is waiting for the MC to Change
MC Resolve: Steadfast	The MC is waiting for the IC to Change
Change, Start	The IC is waiting for the MC to Start considering something
Change, Stop	The IC is waiting for the MC to Stop considering something
Steadfast, Start	The MC is waiting for the IC to Start considering something
Steadfast, Stop	The MC is waiting for the IC to Stop considering something

Driver Plot points

Goal	What will happen when the story succeeds, what the Protagonist is striving for.
Requirements	What must happen to reach the story's Goal. The combination of the Requirements Type and the Goal Type should resonate with the reader.
Consequences	What will happen (MC Start) or remain (MC Stop) when the Goal is not achieved, what the Antagonist is striving for. The price that will have to be paid for Failure.
Forewarnings	The element of tension in the story. Forewarnings signal that the Success is not certain (Outcome: Success) or that Failure is imminent (Outcome: Failure.) The combination of the Consequences Type and the Forewarnings Type should resonate with the reader.

See Theory Book p 175.

OS Problems

General	Ideally Objective Characters create problems for other Objective Characters.
Domain	The problem is either external or internal and a state or a process
Concern	The Objective view of the inequity
Issue vs. Counterpoint	How the inequity feels, the inequity as a value conflict
Problem	The element that hinders the Protagonist from reaching the Goal
Solution	The element that helps the Protagonist reaching the Goal.
Symptom	The symptoms caused by the Problem. This can be the inspiration for events that are caused when the Protagonist applies the Problem (see Response).
Response	The apparent remedy when the real problem presents itself. This can also be an inspiration for random events that the Protagonist has to deal with (or tempt the Protagonist) along the way. Responding to these random events steers the Protagonist away from the solution. Hence, these random events should give the Protagonist opportunities to engage in the Problem. These actions by the Protagonist should lead to new Symptoms (since he applied the Problem).

Story Outcome: Success, MC Start

The **Goal** will be achieved, the **Consequence** will not happen. The author can illustrate the eventual success by exploring the **Cost** of achieving the goal. The **Dividend** will illustrate that success has been achieved.

Story Outcome: Failure, MC Start

The **Goal** will not be achieved, instead the **Consequence** will be suffered. The author can illustrate the eventual failure by exploring the **Forewarnings** of failing to achieve the goal. The **Consequence** will illustrate that the story has ended in failure.



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Story Outcome: Success, MC Stop

The **Goal** will be achieved, the **Consequence** that was there from the start of the story will go away. The author can illustrate the eventual success by exploring the **Cost** of achieving the goal. The **Dividend** will illustrate that success has been achieved.

Story Outcome: Failure, MC Stop

The **Goal** will not be achieved, the **Consequence** that was there from the start of the story will not go away. The author can illustrate the eventual failure by exploring the **Forewarnings** of failing to achieve the goal. The **Consequence** will illustrate that the story has ended in failure.

OS Domain

General	All Objective Characters agree that the story's problem lay in one of these domains.
Situation	The situations (external state) the Objective Characters find themselves in.
Activity	The physical activities (external process) the Objective Characters engage in. What the Objective Characters do.
Manipulation	The way the Objective Character think (internal activity).
Fixed Attitudes	What the Objective Characters believe, think, what values or opinions they hold strongly (internal state).

<http://digesting-dramatica.blogspot.be/2010/01/digesting-structure-chart.html>

OS Concerns

General	All Objective Characters will be affected by one of these elements. The descriptions may also apply in the negative form.
The Past	To fully understand the current situation we need to understand what has happened in the past, what brought us here. The choices from the past is the inequity in this story (meaning: we may have to revisit choices we thought were behind us)
The Present	We need to understand our current situation, our current status. Our present situation is the inequity in this story (meaning: our current situation isn't very stable.)

OS Concerns (cont)

How Things Are Changing	We need to understand our strengths and weaknesses in the context of what is happening. Our grasp on the current situation is the inequity in this story (meaning: something we're doing is causing problems)
The Future	We need to understand what can potentially happen and how that may affect our situation, status. The uncertainty of the future is the inequity in this story (meaning: we're worried about how things that are currently happening will affect our future.)
Gathering Info	We need to understand what is going on. Our limited understanding is the inequity of this story (meaning: we need to get reliable information.)
Understanding	We know what's going on. The fact that we understand what's going on is the inequity in the story (meaning: we need to face the music)
Doing	We're doing something about it. Our actions are the inequity in this story (meaning: we need to get our act together)
Obtaining	There's something missing. Something we don't have is the inequity in the story (meaning: we need to go on a treasure hunt)
Conceiving an idea	Something needs to change. Desire for change is the inequity in this story (meaning: we need to change the status quo)
Developing a plan	We will change something. The desire to act is the inequity in this story (meaning: we need to act)



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OS Concerns (cont)

Playing a role	We're manipulating. Active manipulation is the inequity in this story (meaning: we need to stand our ground)
Changing one's nature	The manipulation has worked. Previous manipulation is the inequity in this story (meaning: we need to adapt)
Contem- plation	We're thinking. Reflections are the inequity in this story (meaning: we may need to do something, some day)
Memories	We're remembering. Recollections are the inequity in this story (meaning: we need to agree what to do)
Impulsive responses	Lizard mode engaged. Innate responses are the inequity in this story (meaning: we need to pull ourselves together)
Innermost desires	We're all about fantasies. Something that's missing inside of us is the inequity in this story (meaning: we need to go out on a limb)



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