

All Illustrating for "December 2007 Story Embroidery Exercise"

Comments:

- **Author:** *Dramatica Users Group*
- **Analysis by:**
- **Draft:**
- **Genre:** *Family*
- **Period:** *Modern Day*
- **Setting:** *Shangri-La*
- **Source Material:**
- **Brief Synopsis:**
- **Overall Character Mini-Synopsis:**

THE OVERALL CHARACTERS:

Name: *Reina*

ID: *Main Character*

Gender: *Female*

Form: *Single*

Description:

19, Spiritual

Role: *2nd in line for Ruler*

Character Type: *Skeptic*

Characteristics:

Motivation: *Disbelief; Oppose*

Methodology: *Induction; Nonacceptance*

Evaluation: *Non-Accurate; Process*

Purpose: *Chaos; Change*

Name: *Rex*

ID: *Impact Character*

Gender: *Male*

Form: *Single*

Description:

20, Smart, Ugly

Role: *First in line for Throne*

Character Type: *Reason*

Characteristics:

Motivation: *Logic; Control*

Methodology: *Probability; Inaction*

Evaluation: *Theory; Trust*

Purpose: Ability; Aware

Name: *Company of Elders*

Gender: *Male*

Form: *Plural*

Description:

Seven Elders

Role: *Ruling Authority*

Character Type: *Contagonist*

Characteristics:

Motivation: Temptation; Hinder

Methodology: Production; Reevaluation

Evaluation: Determination; Unending

Purpose: Inequity; Speculation

Name: *Dr. Max Friedman*

Gender: *Male*

Form: *Single*

Character Type: *Emotion*

Characteristics:

Motivation: Feeling; Uncontrolled

Methodology: Possibility; Protection

Evaluation: Hunch; Test

Purpose: Desire; Self Aware

Name: *Frizzell*

Gender: *Male*

Form: *Single*

Role: *500 Year old Wizard*

Character Type: *Antagonist*

Characteristics:

Motivation: Reconsider; Avoidance

Methodology: Potentiality; Reaction

Evaluation: Unproven; Cause

Purpose: Thought; Perception

Name: *Majica*

Gender: *Female*

Form: *Single*

Description:

20's

Role: *Maid*

Character Type: *Guardian*

Characteristics:

Motivation: Conscience; Help

Methodology: Reduction; Evaluation

Evaluation: Expectation; Ending

Purpose: Equity; Projection

Name: *Orf*

Gender: *Male*

Form: *Single*

Description:

3 ft. tall, impish

Role: *Aid*

Character Type: *Sidekick*

Characteristics:

Motivation: **Faith; Support**

Methodology: **Deduction; Acceptance**

Evaluation: **Accurate; Result**

Purpose: **Order; Inertia**

Name: *Zulu*

Gender: *Male*

Form: *Single*

Description:

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Role: *Witch Doctor*

Character Type: *Protagonist*

Characteristics:

Motivation: **Consider; Pursuit**

Methodology: **Certainty; Proaction**

Evaluation: **Proven; Effect**

Purpose: **Knowledge; Actuality**

Character Relationships for "December 2007 Story Embroidery Exercise"

Character: **Company of Elders**

Character: **Dr. Max Friedman**

Character: **Frizzell**

Character: **Majica**

Character: **Orf**

Character: **Reina**

Character: **Rex**

Character: **Zulu**

AUDIENCE AND STORY DYNAMICS STORY POINTS:

- **Nature as it relates to Apparent Dilemma:**
- **Essence as it relates to Negative Feel:**
- **Tendency as it relates to Willing:**

- **Reach as it relates to Female:**
- **Main Character Resolve as it relates to Change:**
Reina chooses to give up seeking popularity and leaves to follow her brother into the mountains to learn her heritage, Magic.
- **Impact Character Resolve as it relates to Steadfast:**
- **Main Character Growth as it relates to Stop:**
- **Main Character Approach as it relates to Be-er:**
- **Main Character Problem-Solving Style as it relates to Intuitive:**
- **Story Driver as it relates to Decision:**
Inciting Incident: Company of Elders makes a Proclamation which forbids Magic.
Closing Incident: Reina chooses not to add her voice to regain the Magic.
- **Story Limit as it relates to Optionlock:**
- **Story Outcome as it relates to Failure:**
No incantation is made and Magic leaves Shangri-La.
- **Story Judgment as it relates to Good:**

THE OVERALL STORY THROUGHLINE:

- **Overall Story Name:** *Progress comes to Shangri-La*
- **Throughline Synopsis:**
- **Backstory:**
- **Throughline as it relates to Fixed Attitude:**
No one in Shangri-La believes in Magic except one person.
- **Concern as it relates to Impulsive Responses:**
Anyone accidentally referring to Magic, even saying the word "magic," is thrown into jail. This makes everyone jumpy.
- **Issue as it relates to Confidence :**
- **Counterpoint as it relates to Worry :**
- **Thematic Conflict as it relates to Confidence vs. Worry:**
- **Problem as it relates to Hunch:**
There is a general mindset that Magic is backward.

- **Solution as it relates to Theory:**
- **Symptom as it relates to Test:**
Conflict arises as the Company of Elders sets up tests to check the the twins Magic.
- **Response as it relates to Trust:**
- **Catalyst as it relates to Worry:**
Dr. Friedman's is concerns stirs up trouble.
- **Inhibitor as it relates to Security:**
- **Benchmark as it relates to Memories:**
Majica remembers all the Magic words and powers but her memories become less and less relevant as technology takes over.
- **Goal as it relates to Impulsive Responses:**
Try to get the people of Shangri-La to react like "magical people."
- **Consequence as it relates to How Things are Changing:**
Progress comes to Shangri-La (no more Magic).
- **Cost as it relates to Doing:**
Not exercising, not practicing magic.
- **Dividend as it relates to Playing a Role:**
- **Requirements as it relates to Memories:**
Reina must recall past life Magical skills.
- **Prerequisites as it relates to The Past:**
- **Preconditions as it relates to Understanding:**
- **Forewarnings as it relates to Developing a Plan:**
Plans for use of non-verbal, non-magical interactions become the norm.

THE MAIN VS. IMPACT STORY THROUGHLINE:

- **Main vs. Impact Story Name:** *Competition for the Throne*
- **Throughline Synopsis:**
- **Backstory:**
- **Throughline as it relates to Situation:**
Reina and Rex are conjoined twins.
- **Concern as it relates to How Things are Changing:**

- **Issue as it relates to Security :**
- **Counterpoint as it relates to Threat :**
- **Thematic Conflict as it relates to Security vs. Threat:**
- **Problem as it relates to Hunch:**
Maybe they are better off apart.
- **Solution as it relates to Theory:**
- **Symptom as it relates to Determination:**
Reina thinks Rex is determined to make her look like a fool.
- **Response as it relates to Expectation:**
- **Catalyst as it relates to Threat:**
- **Inhibitor as it relates to Confidence:**
- **Benchmark as it relates to The Past:**

Reina's THROUGHLINE:

- **Role:** *2nd in line for Ruler*
- **Description:**
19, Spiritual
- **Throughline Synopsis:**
- **Backstory:**
- **Throughline as it relates to Manipulation:**
Reina tries to make people believe she's more powerful than anyone else.
- **Concern as it relates to Playing a Role:**
How does one act like a magical figurehead?
- **Issue as it relates to Thought :**
- **Counterpoint as it relates to Knowledge :**
- **Thematic Conflict as it relates to Thought vs. Knowledge:**
- **Problem as it relates to Hunch:**
- **Solution as it relates to Theory:**

- **Symptom as it relates to Unending:**
- **Response as it relates to Ending:**
- **Unique Ability as it relates to Desire:**
Reina's name is the Word of Power. If she is adored by enough people and dry her name aloud, Magic will return to Shangri-La.
- **Critical Flaw as it relates to Skill:**
Reina has no magical skills.
- **Benchmark as it relates to Developing a Plan:**

Rex's THROUGHLINE:

- **Role:** *First in line for Throne*
- **Description:**
20, Smart, Ugly
- **Throughline Synopsis:**
- **Backstory:**
- **Throughline as it relates to Activity:**
Cimbing for performing Magic.
- **Concern as it relates to Doing:**
- **Issue as it relates to Enlightenment :**
- **Counterpoint as it relates to Wisdom :**
- **Thematic Conflict as it relates to Enlightenment vs. Wisdom:**
- **Problem as it relates to Cause:**
Find the Source of Magic.
- **Solution as it relates to Effect:**
- **Symptom as it relates to Test:**
- **Response as it relates to Trust:**
- **Unique Ability as it relates to Experience:**
- **Critical Flaw as it relates to Ability:**
- **Benchmark as it relates to Understanding:**

ACT PROGRESSIONS:

The Overall Throughline Act Order:

- **Overall Story Signpost 1 as it relates to Memories:**
People begin to forget things beginning with their names. Technology is brought in to help.
- **Overall Story Journey 1 from Memories to Innermost Desires:**
- **Overall Story Signpost 2 as it relates to Innermost Desires:**
People "fall in love" with the new technology.
- **Overall Story Journey 2 from Innermost Desires to Contemplation:**
- **Overall Story Signpost 3 as it relates to Contemplation:**
- **Overall Story Journey 3 from Contemplation to Impulsive Responses:**
- **Overall Story Signpost 4 as it relates to Impulsive Responses:**

The Main vs. Impact Throughline Act Order:

- **Main vs. Impact Story Signpost 1 as it relates to The Past:**
They have past rulers to live up to.
- **Main vs. Impact Story Journey 1 from The Past to How Things are Changing:**
- **Main vs. Impact Story Signpost 2 as it relates to How Things are Changing:**
- **Main vs. Impact Story Journey 2 from How Things are Changing to The Future:**
- **Main vs. Impact Story Signpost 3 as it relates to The Future:**
Rex magically splits them which brings their future into question.
- **Main vs. Impact Story Journey 3 from The Future to The Present:**
- **Main vs. Impact Story Signpost 4 as it relates to The Present:**

The Main Character Throughline Act Order:

- **Main Character Signpost 1 as it relates to Developing a Plan:**
- **Main Character Journey 1 from Developing a Plan to Playing a Role:**
- **Main Character Signpost 2 as it relates to Playing a Role:**
- **Main Character Journey 2 from Playing a Role to Changing One's Nature:**
- **Main Character Signpost 3 as it relates to Changing One's Nature:**

- **Main Character Journey 3 from Changing One's Nature to Conceiving an Idea:**
- **Main Character Signpost 4 as it relates to Conceiving an Idea:**

The Impact Character Throughline Act Order:

- **Impact Character Signpost 1 as it relates to Understanding:**
Misunderstand that the "Word of Power" is a place.
- **Impact Character Journey 1 from Understanding to Doing:**
- **Impact Character Signpost 2 as it relates to Doing:**
Climbs mountains to find information on the word of power.
- **Impact Character Journey 2 from Doing to Obtaining:**
- **Impact Character Signpost 3 as it relates to Obtaining:**
Finds the Book of Magic.
- **Impact Character Journey 3 from Obtaining to Gathering Information:**
- **Impact Character Signpost 4 as it relates to Gathering Information:**
Learns that Reina's name is the Word of Power.

Miscellaneous Other Storytelling Items:

- **All Concerns:**
- **Master Plot Synopsis:**
- **Master Theme Synopsis:**
- **Main vs. Impact Character Synopsis:**
- **Master Character Synopsis:**

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