Table 1 - Trait Distribution

Conscience	Consider	Controlled	Disbelief
Vier	Acht	Eins	Zehn
Faith	Feeling	Help	Hinder
Sieben	Sechs	Sieben	Neun
Logic	Oppose	Persue	Prevent
Funf	Zehn	Funf	Sieben
Reconsider	Support	Temptation	Uncontrolled
Drei	Zwei	Sechs	Sieben

Table 2 - Characters

Eins	Zwei	Drei	Vier
Controlled	Support	Reconsider	Conscience
Funf	Sechs	Sieben	Acht
Logic, Persue	Temptation, Feeling	Prevent, Help, Uncontrolled, Faith	Consider
Neun	Zehn		
Hinder	Oppose, Disbelief		

Table 3 - Character Dynamics

Resolve	Steadfast
Growth	Start
Approach	Do-er
Mental Sex	Male

Plot Dynamics

OS Driver	Decision
OS Limit	Optionlock
OS Outcome	Bad
MC Judgement	Bad

Table 4 - Throughlines

	Class	Concern	Issue	Problem
Overall Story	Mind	Innermost Desires	Hope	Logic
Main Character	Activity	Obtaining	Attitude	Hinder
Impact Character	Manipulation	Developing A Plan	Situation	Chaos
Subjective Story	Situation	Past	Fate	Knowledge
Crucial Element	Hinder			

Table 5 - Flavour

Goal	Understanding	Dividends	Changing Ones Nature
Requirements	Future	Costs	Past
Consequences	Doing	Prerequisites	Gathering Information
Forewarnings	Innermost Desires	Preconditions	How Things are Changing

Table 6 - Acts

	Act I	Act II	Act III	Act IV
Overall Story	Impulsive Responses	Memories	Contemplations	Innermost Desires
Main Character	Obtaining	Understanding	Gathering Information	Doing
Impact Character	Playing a Role	Conceiving an Idea	Changing Ones Nature	Developing A Plan
Subjective Story	Past	Future	How Things are Changing	Present