**LEGEND: Color Coding of the Chart**

**Throughline**
The largest items on the chart illustrate where genre is best represented. They represent the broadest contents in which a story’s conflicts are explored.

**Concern**
Within each throughline are four Concerns. This level is where plot is best represented. Concerns indicate the topic of concern in each act.

**Rationalization**
The smallest items on the chart is where character is best represented. They represent the narrowest contents used for constructing characters and the problems that drive them.

**Understanding the Table Structure**
The Dramatica table of story elements is comprised of many Quads (groupings of four squares or items). Those quads range in size from the largest—the throughline-sized quad—to the smallest—the element-sized quad. Each quad is nested within a larger quad, the only exception being the throughline quad which is the largest. Items positioned diagonally across from one another in a quad are referred to as Dynamic Pairs. There are two dynamic pairs per quad. When considering the relationship of the items in a quad, dynamic pairs are the most likely to generate conflict.

**Example of one Quad with two Dynamic Pairs**

**What is this chart?**
This chart illustrates the core Dramatica structure found in all complete stories. Its four major areas—Situation, Activity, Manipulation, and Fixed Attitude—represent areas of conflict essential to every fully explored story. Nested within each of these four areas on this chart are various story components which are used to create dramatic, story points such as the “Story Goal” and “Problem.” The components have been arranged according to their relevance to genre, plot, theme, and character.

**Why should you use this chart?**
As a writer, you’ll want to explore your story as completely as possible. This chart serves as a reference guide to help you understand the fundamental relationships that exist between the story components essential to developing a fully explored story.
1 Class
4 Types
16 Variations
64 Elements

Mind

Truth Evidence Value
Suspicion Falsehood
Re-appraisal
Worth
Closure Hope
Dream
Appraisal
Denial
Confidence
Investigation Doubt
Worry

Knowledge Ability Actuality Awareness Proven Effect Theory Trust
Perception Thought Self-Aware Desire Cause Un-Proven Test
Order Inertia Equity Projection Accuracy Result Expectation

Ending Change Chaos Speculation

Inequality Process Non-Accurate Un-Ending Determination

Consideration Pursuit Logic Certainty Proaction Probability Inaction
Avoid

Re-Consideration Un-Controlled Feeling Reaction Potentiality Protection Possibility

Faith Support Con-science Help Deduction Acceptance Re-Duction Evaluation

Temptation Disbelief Hinder Oppose Production Induction Re-Evaluation

Prod-uction

Memor-y

Preconscious
Conscious
Subconscious

Psychology

State of Being Situation
Conceptualizing Being Conceiving Becoming Knowledge

Circumstances Sense of Self Desire Thought Rationalization Commitment Responsibility Obligation Need Permission Deficiency Expediency

Knowledge Inertia Actuality Order Proven Result Effect Accurate Change Thought Chaos Perception Process Un-Proven Non-Accurate Cause
Aware Equity Ability Projection Trust Expectation Theory Ending
Inequality Self-Aware Speculation

De sire Determination Test Un-Ending Hunch

Consideration Faith Pursuit Support Certainty Deduction Proaction Acceptance Disbelief

Re-Duction Evaluation

Temptation Disbelief Hinder Oppose Production Induction Re-Evaluation

Prod-uction

Memor-y

Preconscious
Conscious
Subconscious

Situation

Universe
Past Progress Future Present

Face Prediction Fact Interdiction Destiny Threat Fantasy

Openness Delay Choice Security Pre-conception Attract Work Attempt Repel

Knowledge Inertia Actuality Order Proven Result Effect Accurate Change Thought Chaos Perception Process Un-Proven Non-Accurate Cause
Aware Equity Ability Projection Trust Expectation Theory Ending
Inequality Self-Aware Speculation

De sire Determination Test Un-Ending Hunch

Consideration Faith Pursuit Support Certainty Deduction Proaction Acceptance Disbelief

Re-Duction Evaluation

Temptation Disbelief Hinder Oppose Production Induction Re-Evaluation

Prod-uction

Memor-y

Preconscious
Conscious
Subconscious

Activity

Physics

Understanding Doing Learning

Obtaining Obtaining

Analysis Condition Strategy

Expediency Appreciation Attitude Analysis Pre-Conditions Conditions Strategy

Experient Conception Enlightenment Approach Intent Self

Knowledge Inertia Actuality Order Proven Result Effect Accurate Change Thought Chaos Perception Process Un-Proven Non-Accurate Cause
Aware Equity Ability Projection Trust Expectation Theory Ending
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De sire Determination Test Un-Ending Hunch

Consideration Faith Pursuit Support Certainty Deduction Proaction Acceptance Disbelief

Re-Duction Evaluation

Temptation Disbelief Hinder Oppose Production Induction Re-Evaluation

Prod-uction

Memor-y

Preconscious
Conscious
Subconscious

Manipulation

Psychology

1 Class
4 Types
16 Variations
64 Elements

Fixed Attitude

Mind

1 Class
4 Types
16 Variations
64 Elements

Past Present Future

Situation Activity Manipulation Fixed Attitude