

THE MASTER ACTOR

SUPER OBJECTIVE

The Super Objective is the over arching need your character must achieve by the end of the story. The Super Objective must always be framed in *active* terms.

What is the driving force of my character? (see Driving Forces worksheet)

What must my character have by the end of the play/script?

Why must my character have it?

How do I specifically know I have won it?

What happens to my character if they fail to achieve it?

DRIVING FORCES

The Driving Force is the major basic need your character is attempting to win. Defining the Driving Force is the first step in isolating your characters Super Objective.

1. SURVIVAL

- ~Food
- ~Water
- ~Shelter
- ~Physical Threat

2. LOVE

3. MONEY/WEALTH

4. FAME/RECOGNITION/PRESTIGE

5. BELONGING/ACCEPTANCE

6. POWER
7. SEXUAL PLEASURE/CONQUEST
8. TRUTH/AUTHENTICITY
9. GUILT/SHAME
10. RELIGIOUS/SPIRITUAL ELIGHTENMENT
11. FREEDOM
12. AVOIDANCE OF REALITY/ESCAPE
13. ADVENTURE/THRILL SEEKING
14. REVENGE
15. PLEASURE SEEKING
16. EMOTIONAL SECURITY
17. SERVICE/HELPING OTHERS
18. RESPONSIBILITY/OBLIGATION
19. PEACE/CONTENTMENT
20. JOY/BLISS