

WHO AM I — Combined Example B (Despina, Così fan tutte)

This example shows WHO AM I 1.0 foundations followed by 2.0 extensions.

PART I — WHO AM I 1.0 (Foundations)

Quick Identity

Name: Despina | Role: maid | Social position: servant in Naples household | Known for: wit, speed, opportunism

Laundry List → Categories

Raw: quick hands, hates orders, loves coins, teases nobles, keeps options open, enjoys gossip. Categories → Likes: coins, info; Dislikes: orders; Social: teases up; Hopes: independence; Fears: control; Work/Play: side hustles.

MBTI Notes

Reads as extraverted and playful in behavior; keeps multiple schemes running. Behaviors: broker, tease, corner.

Core Drives & Core Fears (initial)

Drives: Acquire, Defend. Fears: Loss of Autonomy, Separation (if dismissed).

Three Defining Moments

1) Punished for speaking up → learns charm-as-shield. 2) Outsmarted creditor → trusts timing. 3) Mistress crying over letter → words rule hearts.

PART II — WHO AM I 2.0 (Motives, Body, Actions, Music)

One-Sentence Now-Summary

I want to win small games and fear being controlled by the gentry, so I play fast and clever to stay free.

Body-Map

Quick hands → Verb: tease | Narrowed eyes → Verb: assess | Hips angled → Verb: prod

Top Drives & Behaviors

Acquire → palms coins, counts favors | Defend → sidesteps blame, sets traps for truth

Top Fears & Behaviors

Loss of Autonomy → interrupts orders with jokes | Separation → keeps backup allies nearby

Love-Language Snapshot

Offers acts (schemes) and sharp words; seeks practical loyalty. Beat use: slips a tool (service), then flatters (words).

Personality Triangulation

Big Five-ish: high Conscientiousness + high Extraversion, selective Agreeableness.
Behaviors: broker, tease, corner.

Three Defining Moments — Updated Lens

1) Charm shield → Verb: mask. 2) Timing win → Verb: flip. 3) Letter lesson → Verb: steer.

Action Library (10)

broker, needle, expose, bait, flip, secure, deflect, bargain, parade, puncture

Music Alignment

"In uomini, in soldati": bright tempo → forward posture + exact gestures; cadences with sweet face = counterpoint.

Practice Preference → Motivation Map

Default: move-first → Drive hint: Feel/Acquire; Fear: Loss of Autonomy. Verbs: test, advance, corner. Opposite: annotate-first → Verbs: restrict, fix.