

Plotting Template

Characters

- Hero
 - Basic Details
 - GMC
 - Dark Secret
 - Greatest Fear
 - Mask
 - Need
 - Tie to Theme
 - Static Trait
 - Oxymoron
- Heroine
 - Basic Details
 - GMC
 - Dark Secret
 - Greatest Fear
 - Mask
 - Need
 - Tie to Theme
 - Static Trait
 - Oxymoron
- Antagonist
 - Basic Details
 - GMC
 - Dark Secret
 - Greatest Fear
 - Mask
 - Need
 - Tie to Theme
 - Static Trait
 - Oxymoron
- Supporting Characters

THEME

Act 1

- 001 Opening Image
 - First impression
 - Set the tone and mood
 - Starting point of hero
 - Be able to tie to Final Image (Act 3)
- 002 Set Up
 - Hero
 - Stakes
 - Goals
 - Introduce all characters
 - Show what needs fixing in the hero's life
- 003 Theme Stated
 - Supporting character states the theme
 - Prove or disprove
- 004
- 005 Catalyst
 - Inciting Incident
 - Knock away the ordinary world
 - Send characters on the journey
 - The Call
- 006
- 007 Debate
 - Refusal of the Call
 - Crazy to continue
 - No choice
 - Show goal as insurmountable
- 008
- 009
- 010 **Break into Two**
 - TURNING POINT
 - Cross the first threshold
 - Enter "new world"
 - Transition

Act 2.1

- 011 B Story
 - Subplot
 - Love interest
 - Relief from main story
 - Still carries theme
 - Breather (may be comedic)
- 012 Fun and Games
 - Many scenes
 - The promise of the premise
 - Heart of the story
 - Candybar scenes
- 013
- 014
- 015
- 016
- 017
- 018
- 019

Act 2.2

- 020 **Midpoint**
 - TURNING POINT
 - False victory (up) or false defeat (down)
 - Raise stakes again
- 021 Bad Guys Close In
 - Antagonist regroup and attacks harder
 - Internal dissent, doubt, jealousy increase
 - Forces tighten their grip
 - Net closes, trap
- 022
- 023
- 024
- 025
- 026
- 027 All is Lost
 - Opposite of midpoint
 - Whiff of death
- 028 Dark Night of the Soul
 - Character feels all the lost and cost
 - Darkest night before the dawn
- 029
- 030 **Break into 3**
 - TURNING POINT
 - B Story ties to main plot and gives hero the solution
 - Apply what the hero has learned

Act 3

- 031 Finale
 - Apply lessons learned
 - Wrap up theme and premise
 - Synthesis: old world has ended, new world begins
 - Dispatch bad guys
 - Hero changes the world
- 032
- 033
- 034
- 035
- 036
- 037
- 038
- 039
- 040 Final Image
 - Opposite of opening image
 - Proof that change has occurred
 - Final theme
 - Full circle