

# 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