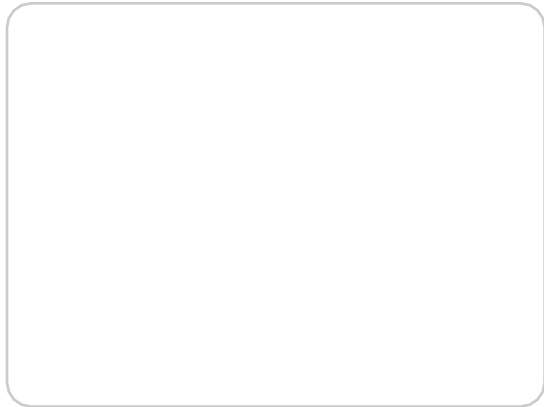
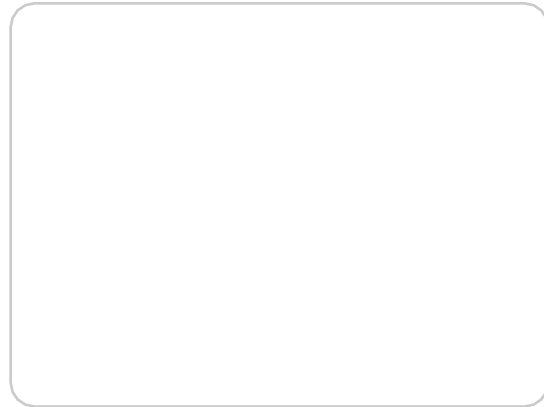


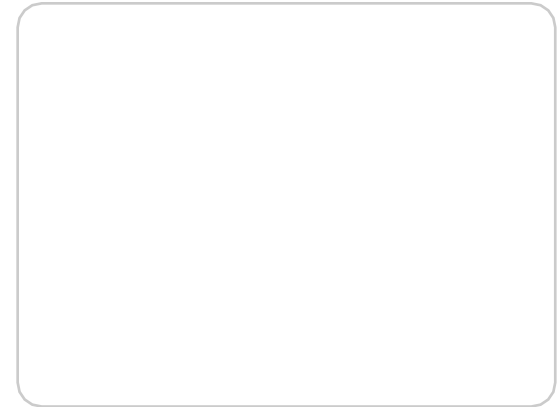
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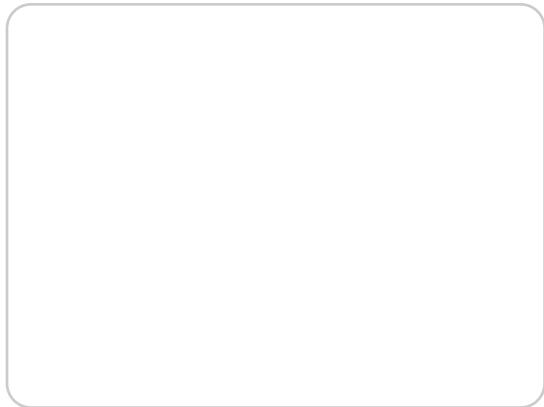
Chapter 1: Protagonist's Normal World



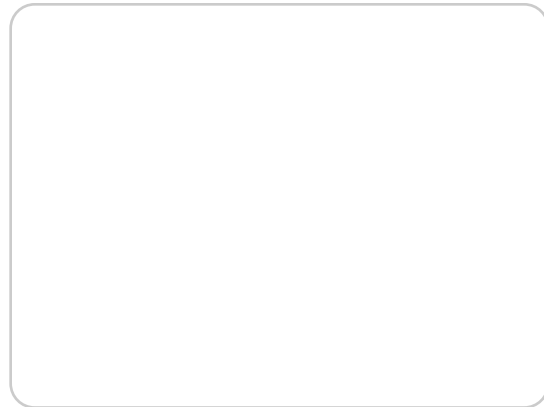
Chapter 2: Inciting Incident That Forces Protagonist From Normal World



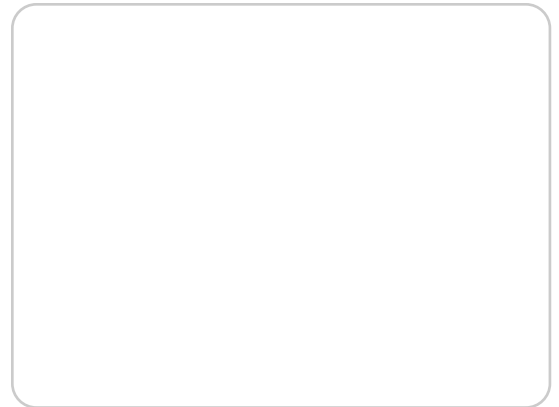
Chapter 3: Secondary Characters Introduced; Setting & Tone Established Fully



Chapter 4: Protagonist Must Make a Choice/Decision

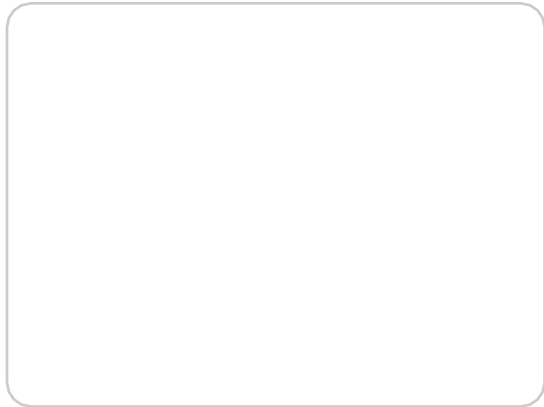


Chapter 5: Plot Point 1 — Protagonist Starts Journey As Result of Choice/ Decision

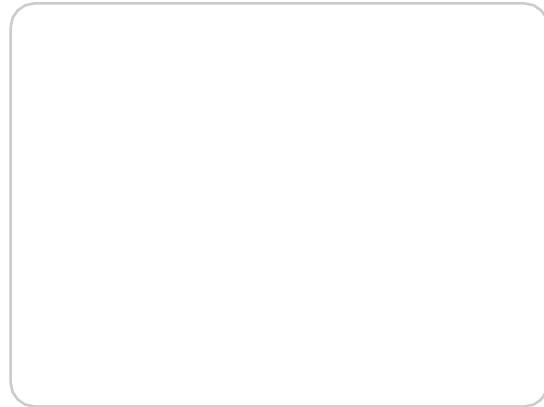


Chapter 6: Journey Begins and First Complication Arises

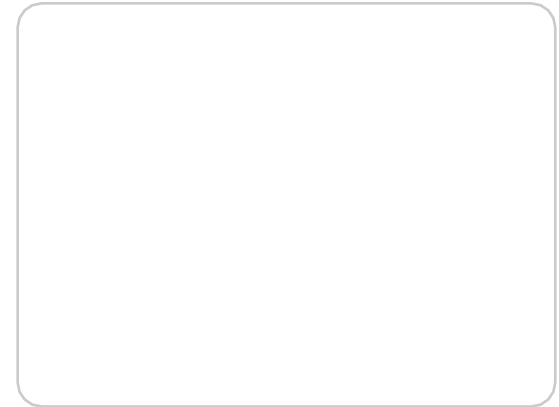
	Genre			



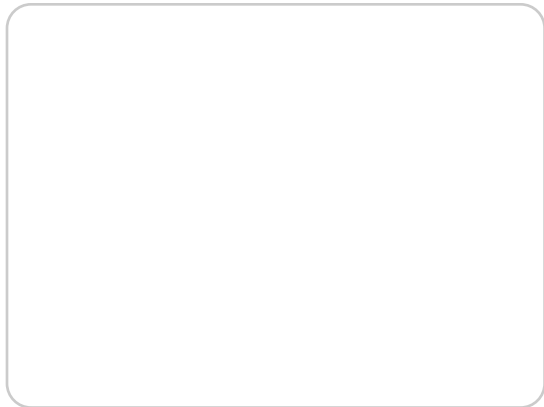
Chapter 7: New Complications



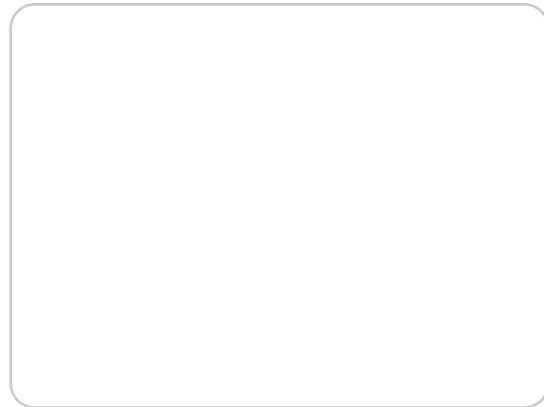
Chapter 8: Complications Grow



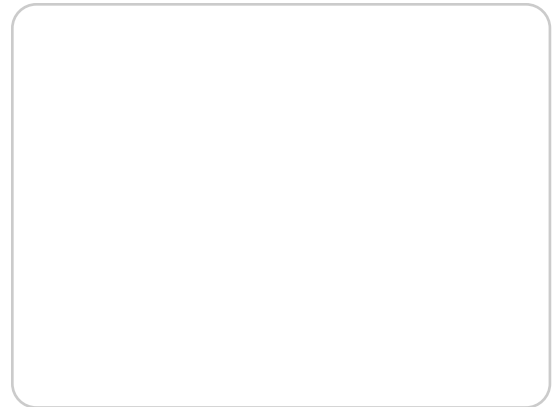
Chapter 9: Complications Grow to New Crisis



Chapter 10: Mid-Point — Crisis Forces New Decision Forcing New Direction

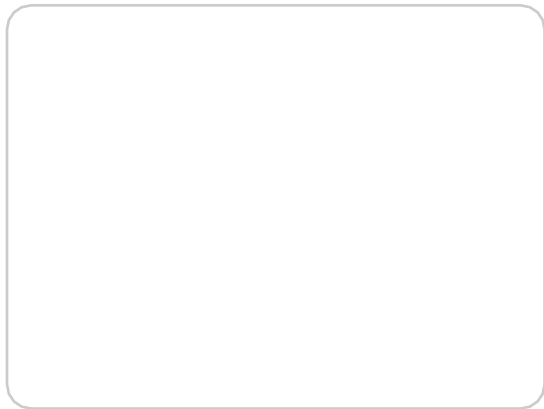


Chapter 11: Complications Increased

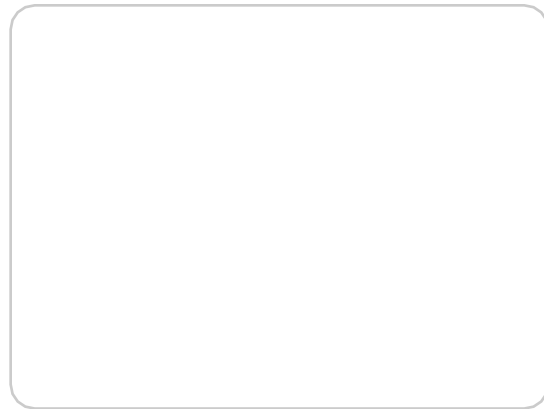


Chapter 12: Complications Become More Complex

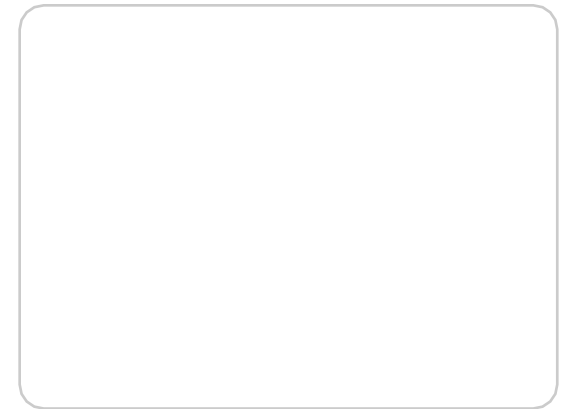
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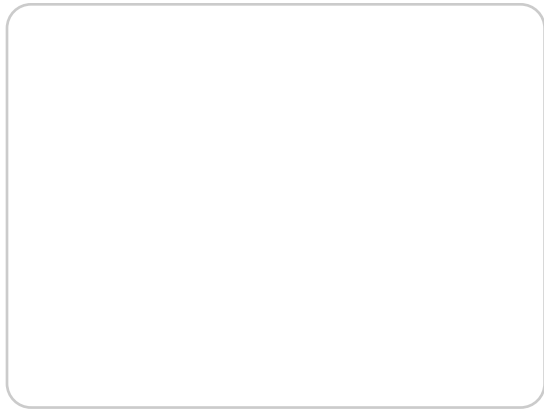
Chapter 13: Character May Wish to Turn Back, But Continues
Characters:



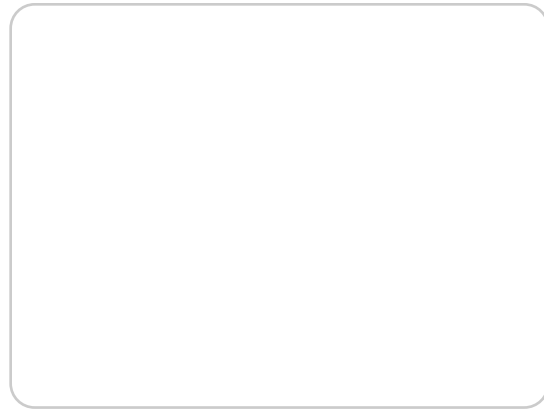
Chapter 14: Obstacles Increase in Complication
Characters:



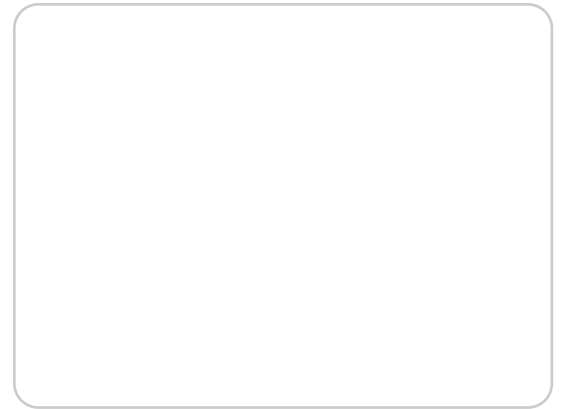
Chapter 15: Plot Point 2 – New Events Force New Choice/Decision
Characters:



Chapter 16: New Decision Makes Situation Bleak
Characters:

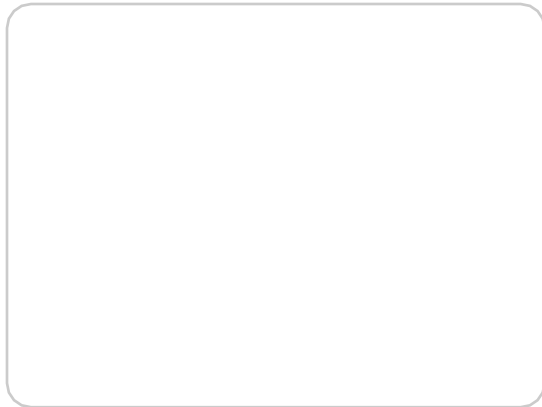


Chapter 17: Situation Gets Worse
Characters:

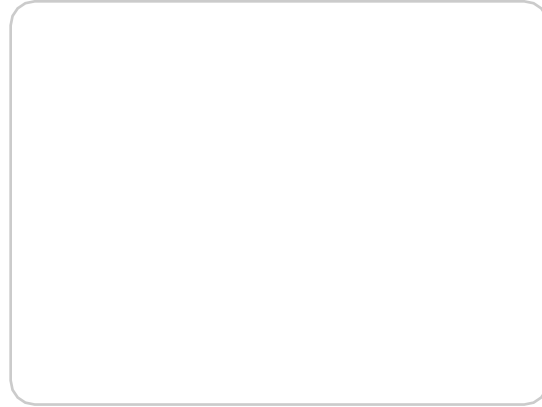


Chapter 18: Dark Moment – Situation Looks Hopeless
Characters:

	Genre		



Chapter 19: Resolution — Character Has Learned Life Lesson & Changed



Chapter 20: Wrap-Up & Evidence of Change

The best traditional storytelling plots contain both an internal and external character arc; the protagonist learns a life lesson and his/her/its internal and external life is changed by this. The protagonist begins the story with a desire, preferably an internal and external desire (e.g., to feel loved by finding a husband; to feel self-worth by having an adventure or gain wealth). The antagonist has a desire in conflict with the protagonist's desire. The story is how the protagonist overcomes the obstacles to either a) achieve the desire or b) realize that a stronger or new desire.

10 Question For Developing Your Plot

- **The Prize:** What is it your character wants?
- **The Hole:** In what way does your character need to grow emotionally, probably unknown to him/her/it?
- **The Back Story:** What is it that is haunting your character as the story begins?
- **The Ultimate Challenge:** What would be the most horrifying thing your character had to do to achieve the Prize?
- **The Inciting Incident:** What event sets the plot into motion?
- **The Strategy:** What does your character decide to do in order to get what he/she/it wants?
- **The Conflict:** Who are some of the people who are working against your character because *their* goals conflict with your character's goal?
- **The Bleakest Moment:** What happens to make things look hopeless?
- **The Lesson:** What does your character learn about himself/herself/itself, others or life?
- **The Decision:** What does your character do because of what he/she/it has learned?