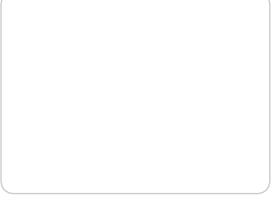
	Genre			
Chapter 1: Protagonist's Normal World	Chante	er 2: Inciting Incident That	Chante	er 3: Secondary Characters In-
		Protagonist From Normal		ed; Setting & Tone Established
	vvorid		rully	
	Starts	er 5: Plot Point 1 — Protagon Journey As Result of Choice		er 6: Journey Begins and First ication Arises
	Decision	on		

	Genre					
napter 7: New Complications	Chapte	er 8: Complication	s Grow	Chapte New C		ations Grow to
napter 10: MId-Point — Crisis Forces ew Decision Forcing New Direction	Chapte	er 11: Complication	ns Increased	Chapte	r 12: Complic	ations Become

	Genre	
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?