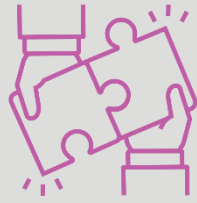


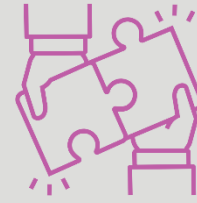
## Final Image

18. Everything is resolved? Mirrors the opening image.



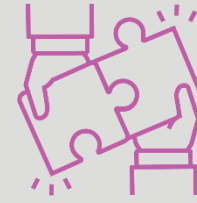
## Execute New Plan

17. The hero realizes what they have to do to really solve their problem, achieve their goal, and get around that High Tower Surprise that's standing in the way of it.



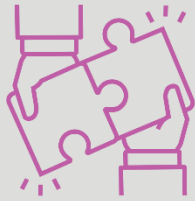
## Dig Deep Down

16. The hero has to go inward and figure out what it is they have to do, what changes they need to make within themselves, or what it is they need to prove in order to make this work.



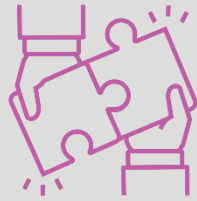
## Hightower Surprise

15. A moment of conflict that stops the plan in its tracks. It's an unexpected roadblock. Another catalyst for change.



## Execute the Plan

14. The main character does what they think is best.



## Gether the Team

13. This is the preparation section of the finale. They gather teams of people or resources.



## Break into 3

12. The scene that takes the hero into the final act of the story.



## Debate

11. The hero considers what they should do next.



## Dark Night of the Soul

10. The hero hits rock bottom, wallowing in hopelessness. The hero learns the theme stated back at the beginning.



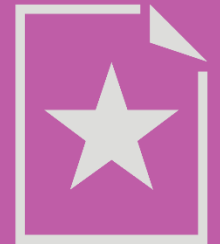
## All is Lost

9. The lowest point for the hero. The journey seems impossible to complete, and the hero feels defeated.



## Bad Guys Close In

8. Internal and external forces that are making the heroes journey harder.



## Midpoint

7. This is the turning point in the story, either a win for the MC or a lose, either way, it should be big.



## Fun and Games

6. This is what the audience is showing up for, your main character bumbling around the world you've created for them.



## Break into 2

5. A scene that causes the main character to step into act 2



## Debate

4. Main character preparing or doubting for the next act



## Catalyst

3. Something that initiates change but not just yet.



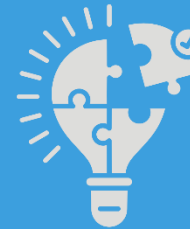
## Theme Stated

2. A side character points out the main character's flaw



## Opening Image

1. The main character in their normal world/situation



## Theme

The overall theme of the story, maybe what the main character is looking for.



## Concept

The idea for the story boiled down to an elevator pitch.



## Subplot 2

A sidestory I need to refer to.



## Subplot 1

A sidestory I need to refer to.



# N



## Narrator

Is the narrator part of the story? Do they have their own backstory?



# En



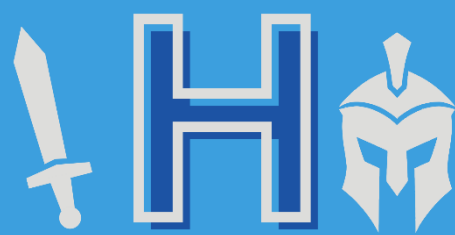
## Enemies

How about their own side story?



Allies

Back story of their own?



Heroes

What is their strenght? How about their weakness?