

THE HERO'S CURRENT STATE
WORLD BEFORE THE STORY

Home

Work

Play

HERO LOSES THE SAFETY OF THEIR CURRENT STATE
(SOMETHING DONE TO THE HERO)

Home

Work

Play

BREAK INTO 2page 25

Hero's WANT
Tangible Goal (realistic to achieve)

HERO TAKES AN ACTION BECAUSE THEY WANT SOMETHING (EXTERNAL)

BEZARRO VERSION OF THE WORLD

PROBLEM
Who /What stopping getting WANT? seemingly insurmountable

B-STORY (INTERNAL)page 30-55

FUN & GAMES (EXTERNAL)page 30-55
trailer moments
fish most out of water

MIDPOINTpage 55
public display of hero
timeclocks, A/B story cross
B story kiss

False Victory

closest to->

WANT

<-farthest from

False Defeat

BAD GUYS CLOSE INpage 55-75

(INTERNAL) clinging to old ways...learns

Hope

actual bad guys (EXTERNAL)

Despair

WHIFF of DEATH
mentor dies

ALL IS LOSTpage 75

HERO LOSES WHAT THEY WANT
(EXTERNAL)
(SOMETHING DONE TO THE HERO)

DARK NIGHT OF THE SOULpage 75-85

Home

Work

Play

BREAK INTO 3page 85

Hero's NEED
Intangible Goal (emotional)

HERO TAKES AN ACTION BECAUSE THEY NEED SOMETHING (INTERNAL)

GATHERING THE TEAMpage 85-110
FINALE

Team Assembles

closest to->

NEED

<-farthest from

Team Abandons Hero

EXECUTING THE PLAN
STORMING THE CASTLEpage 85-110
FINALE

Hope

Despair

HIGHTOWER SURPRISEpage 85-110
FINALE

HERO LOSES WHAT THEY NEED
(INTERNAL)
(SOMETHING DONE TO THE HERO)

DIG DEEP DOWNpage 85-110
FINALE

EXECUTING THE NEW PLAN

HERO TAKES AN ACTION TO BECOME CHANGED
USING OLD AND NEW LESSONS TO FORM A NEW 3RD WAY

FINAL IMAGEpage 110

Hero is changed (HAPPY ENDING)

closest to->

CHANGE

<-farthest from

Hero rejects change

Title:

Logline: On the verge of _____, a _____
stasis=deathflawed protagonist

_____, but when _____
breaks into 2the Midpoint happens

_____ must learn _____ before _____
he/she the ThemeAll is Lost

Genre:

☐ Monster in the House
MONSTER, HOUSE, SIN

☐ Whydunit
DETECTIVE, SECRET, DARK TURN

☐ Dude with a Problem
INNOCENT HERO, SUDDEN EVENT, LIFE OR DEATH BATTLE

☐ Golden Fleece
ROAD, TEAM, PRIZE

☐ Buddy Love
INCOMPLETE HERO, COUNTERPART, COMPLICATION

☐ Out of the Bottle
WISH, SPELL, LESSON

☐ Fool Triumphant
FOOL, ESTABLISHMENT, TRANSMUTATION

☐ Institutionalized
GROUP, CHOICE, SACRIFICE

☐ Rites of Passage
LIFE PROBLEM, WRONG WAY, ACCEPTANCE

☐ Superhero
SPECIAL POWER, NEMESIS, CURSE