## General

**Title**

**Plot**

**SUB**: **RESULTS**:

**SUB**: **RESULTS**:

**Point of View/Perspective**

**Settings**

**Themes**

**Genre**

**Logline**

**Query Pitch**

**Comp Titles**

## Character names

## Basic Character Information

| Characters | Age | Height | Hair | Eyes | Skin | Birthday | Starsign |
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## Character Dynamics

**Friends**

[Main Character and Secondary Character]

**Family**

[Main Character and Secondary Character]

**Romantic**

[Main Character and Secondary Character]



**Enemies**

[Main Character and Secondary Character]

## Character Arcs

| [Character name] | Initial Situation:  Where do they begin?  Goal:  Where do they want to be?  Obstacles:  What stops them from getting there?  Stakes:  What are they risking?  No Return:  At what point does your character fully commit?  New Norm:  What is their life like after all of this? |
| --- | --- |

## Plot

| Act 1 (part one)  Exposition  Introduce the world and characters. Where it all begins. | Introductions — characters, setting, world.  Inciting Incident — the moment your character says “yes” to the quest.  Fall out —immediate reaction to thee inciting incident |
| --- | --- |
| Act 1 (part two)  Conflict  Problems the protagonist needs to overcome and how they react to these issues. | Reaction —longer term reaction to the inciting incident, rebelling against the new changes  Action — the “I won’t take this shit laying down” moment  Consequence —the product of the protagonist’s action |
| Act 1 (part three)  Change  The last block creates a lot of pressure and stress | Pressure — the build up (because of the consequences)  PLOT TWIST — TIME TO SHOCK THE HELL OUT OF YOUR READERS.  Push — shove ‘em into the deep-end |
| Act 2 (part one)  Exploration  Suspense. Character Development. | New world — what does the deep-end look like?  Fun and Games — play around, how do your characters develop?  Old Juxtaposition — reminders of the “old world”; balance. |
| Act 2 (part two)  Lost  Right goal for the wrong reason or the wrong goal for the right reason. They must decide what matters most. | Build up — more pressure, leading straight into to the midpoint  Midpoint — protagonist changes from reactive to active.  Reversal — turning point, there’s no going back to the old world |
| Act 2 (part three)  Redefine  Reevaluate and reflect their goals. | Consequence — another reaction/product of the protagonist’s action  Trials — protagonist is being tested in a new way  Dedication — they succeed or leave this trial more dedicated than ever |
| Act 3 (part one)  Out of Reach  Victory seems impossible. Rock bottom. | Calm before the storm —the build up before plot twist 2  PLOT TWIST — RUINS EVERYTHING  Darkest moment — All hope is lost |
| Act 3 (part two)  Fight for Hope  Hype your character up for the finale | Power within — oh shit, never mind. There’s still hope.  Action/Rally — Rally the troops, we’re about to converge.  Converge —all the storylines come together |
| Act 3 (part three)  Climax and Resolution  How do we end it? | Battle — good vs bad  Climax —everything you’ve been leading up to!  Resolution — falling action, wrap up; what will you leave your reads with? |
| The Worst Thing  \*Not related to the elements above\*  What’s the absolute worst thing that can happen to your character and what’s the result of the thing? This will help if you’re struggling with a climax! |  |

## Sub Plot

| [Title] | [Sub Plot 1] | [Sub Plot 2] | [Sub Plot 3] | [Sub Plot 4] |
| --- | --- | --- | --- | --- |
| Exposition |  |  |  |  |
| Conflict |  |  |  |  |
| Raising Action |  |  |  |  |
| Climax |  |  |  |  |
| Falling action |  |  |  |  |
| Resolution |  |  |  |  |

## Scenes That Need To Happen

## Notes