

PLOTTING WORKSHEET

| DETAILS | |
|--------------|--|
| Title | |
| General Plot | |
| Theme | |
| Setting | |

| CAST | |
|--------------------|--|
| Role | Character(s)/Obstacle(s)/Setting(s) etc. |
| Hero | |
| Mentor | |
| Ally | |
| Comic Relief | |
| Herald | |
| Threshold Guardian | |
| Shapeshifter | |
| Villain | |

| IMPORTANT INFORMATION | |
|-----------------------|--|
| Hero's Motivation | |
| Villain's Motivation | |

| THE HERO'S JOURNEY | |
|------------------------|-------------------|
| Stage | Brief Description |
| Ordinary World | |
| Inciting Incident | |
| Reluctance | |
| Mentor/Training | |
| Leaving Home | |
| Tests, Allies, Enemies | |
| Villain's Gates | |
| The Showdown | |
| The Reward | |
| The Road Home | |
| Transformation | |
| Ordinary World 2.0 | |

| BEGINNINGS | |
|---------------------------------|--|
| Meaning of title | |
| First line/sentence | |
| First image | |
| First impression of protagonist | |

PLOTTING WORKSHEET

| |
|---|
| ACT I |
| How is the 'Ordinary World' shown? |
| |
| What is the Spark or Inciting Incident? |
| |
| What convinces or forces the hero to undertake the 'Quest'? (Turning Point) |
| |
| ACT II (PART ONE) |
| How does the problem intensify? |
| |
| What is the minor victory? How is it achieved? |
| |
| Any subplots coming into play? |
| |
| ACT II (PART TWO) |
| How are the heroes' fortunes reversed? |
| |
| How is the 'Final Showdown' set up? |
| |
| ACT III |
| How is the major victory achieved? |
| |
| What is the final obstacle? |
| |
| Do any subplots contribute to the resolution? |
| |
| Are there any loose ends to be tied up? |
| |

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ACT I

How is the 'Ordinary World' shown? How does it differ from the 'New World'?

What is the Spark or Inciting Incident? The Problem.

Does the hero resist the call to adventure? How?

What happens to make the character undertake the journey?

Who or what gives them the skills they need to complete the journey?

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ACT II (PART ONE)

How does the situation intensify?

What allies does the hero make or take with them on the journey?

What enemies does the hero make?

What tests the hero along the way?

What is the minor victory? How is it achieved? Is it internal or external?

Any subplots coming into play? What effect do they have on the story?

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ACT II (PART TWO)

How are the heroes' fortunes reversed after the minor victory?

What weaknesses threaten to sabotage your hero's success?

What puts your hero back on track to achieve the goal?

What do your characters learn about themselves at this point?

How is the 'Final Showdown' set up?

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ACT III

How is the major victory achieved? How do your hero's strengths help?

What is the final obstacle?

How is the final victory foreshadowed?

What changes happen in your characters to make them better people?

Do any subplots contribute to the resolution?

Are there any loose ends to be tied up?

How is the world changed by the events of the story?

How should the reader feel when they've finished? What do you want them to think?