

SUBPLOT WORKSHEET

DETAILS	
Story Title	
Characters Involved	
Setting	
Hero's Motivation	
Rival's Motivation	

SEVEN STEP PLOTTING	
Stage	Brief Description
Back Story or Ordinary World	The character is haunted by events of their past (their <u>wound</u>) or We see the character in their comfort zone
Inciting Incident	Something happens to get the character moving. This incident is what begins the story. Examples: Getting fired, meeting love interest, zombie outbreak...
Reluctance	The character knows they must do something about the incident, but resists it. Examples: Taking employer to court, ignoring love interest, barricading themselves in their home.
Turning Point (or Miniboss Battle)	The point of no return, The character begins to do something about the incident. Things begin to look up. Examples: Hiring a lawyer, getting love interest's number, deciding to leave the house.
Crisis or Low Point	The event that forces the climax to occur. After the initial turning point, things take a turn for the worse. Examples: Lawyer is too expensive, love interest is seen with someone else, there are hundreds of zombies outside.
Climax or Showdown (or Boss Battle)	The final face-off between the main character(s) and their rival(s). Examples: Receiving final pay check, confronting love interest, killing all the zombies.
Resolution	The character has changed in some way or realised a goal. Often, they are no longer haunted by the wound. Examples: Realising the job was rubbish, learning the love interest is really into main character, all the zombies are destroyed.