Character Logic

Who is _____?

_____ values: 1) _____

2) _____

3) _____

_____ fears: 1) _____

2) _____

3) _____

Archetype at Beginning (B-Arch):	Archetype _____ is growing toward/becoming (GT-Arch)	Archetype at end (E-Arch):

With elements of:		With elements of:

What is _____'s Ordinary World (OW)?

What scenes, instances or moments demonstrate B-Arch while in the OW?

(A)

What is _____'s goal at the beginning of the story? What does he/she/they want?

```
[                                                                    ]
[                                                                    ]
[                                                                    ]
[                                                                    ]
```

What scenes, instances or moments demonstrate desire for this goal?

```
(B)
```

What is the inciting incident?

```
(C)
```

Does _____'s goal change after the inciting incident?

YES   **NO**

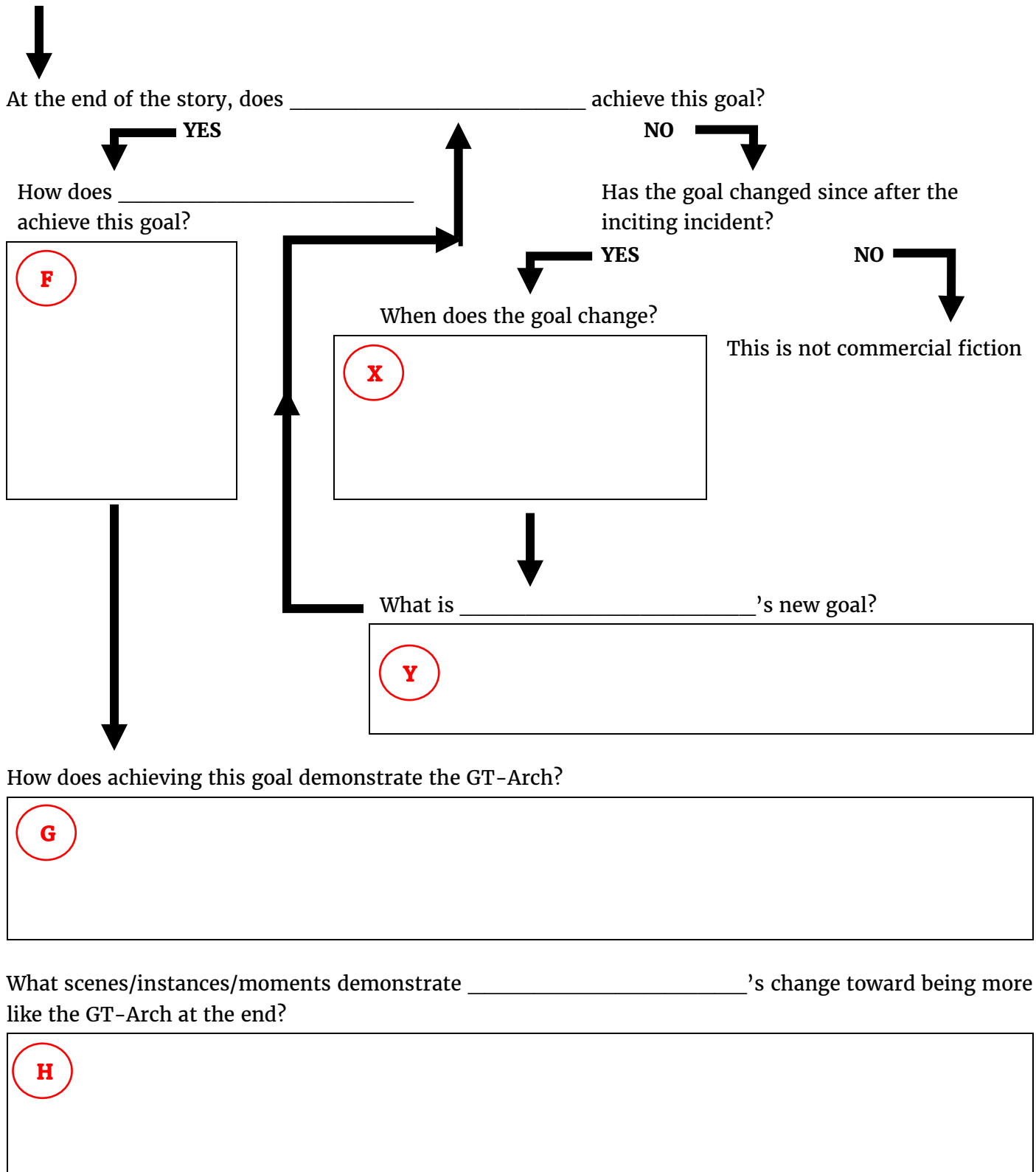What is _____'s new goal?   Does the goal get more specific?

YES   **NO**

```
(D)
```

What scenes/instances/moments demonstrate _____'s desire to achieve this goal?

```
(E)
```

At the end of the story...

At the end of the story, does _____ achieve this goal?

YES

How does _____ achieve this goal?

(F)

NO

Has the goal changed since after the inciting incident?

YES

When does the goal change?

(X)

NO

This is not commercial fiction

What is _____'s new goal?

(Y)

How does achieving this goal demonstrate the GT-Arch?

(G)

What scenes/instances/moments demonstrate _____'s change toward being more like the GT-Arch at the end?

(H)

Main Plot Points

1	Opening scenes, set-up. Show archetype, goal	(A) (B)
2	Inciting Incident	(C)
3	Choices appear and _____ makes a decision that leads to (D) and begins to demonstrate the GT-Arch (just a glimmer!)	
4	Murphy Strikes #1. Something logical goes wrong to prevent achievement of (D)	
5	New information arises to reinforce the desire to achieve goal but a complication also arises. _____ is forced forward and closer to the GT-Arch.	(D) (E)

If it hasn't happened already then ⓧ occurs during following events (6 – 12)

After this, your goal becomes ⓨ

6	_____ is empowered and takes action that demonstrates GT-Arch characteristics
7	Murphy Strikes #2
8	A crisis occurs causing _____ to lose all hope
9	New information arises, leading to a new plan
10	_____ rallies supporters (or they rally _____)

11	Mission impossible: _____ and company execute the plan
12	False win
13	Pursuit
14	Final Battle (F) (G)
15	Wrap-up (G) (H)

Main Plot Scenes & Sequels

What events happen to bring _____ closer to the GT–Arch?

What does _____ do to show a change toward becoming more like GT–Arch?

Plot Point	Scene	Sequel
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:

Plot Point	Scene	Sequel
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
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Plot Point	Scene	Sequel
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
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Plot Point	Scene	Sequel
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:

What events have happened to bring _____ closer to the GT–Arch?

What has _____ done to demonstrate a change toward becoming more like GT–Arch?

Sub-Plot Points

Purpose of this sub-plot relative to the main plot
(What happens in the sub-plot that influences the main plot?):

(I)

What happens to achieve **(I)** ?

1	Opening scenes, set-up
2	Inciting Incident
3	Choices appear and decision is made

4	Murphy Strikes #1. Something logical goes wrong
5	Action is taken
6	Murphy Strikes #2
7	Action taken
8	Resolution

How have these events influenced the main plot?

Sub-Plot Scenes & Sequels

Plot Point	Scene	Sequel
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:

Plot Point	Scene	Sequel
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:
	Goal: Conflict: Complication (disaster):	Reaction: Dilemma: Decision:

What has happened to influence the main plot?

What was the end result of this influence?

Additional Notes