

Master Story Structure Chart

	Opening		Transition			Struggle	Midpoint	Combat			Confrontation	Resolution					
Three-Act Structure	Act 1: Set-up (Protagonist and situation introduced)					Act 2: Confrontation (Protagonist faces conflict)					Act 3: Resolution (Conflict is resolved through triumph or failure)						
Four Act Structure	Act 1: Set-up (Protagonist and problem introduced)					Act 2: Response (Protagonist reacts to the problem)		Act 3: Attack (Proactive attempts to solve problem)			Act 4: Resolution (Ultimate victory, or utter defeat)						
Five Point Structure	Exposition (Protagonist's situation is introduced)		Rising Action (Conflict arises, as do secondary obstacles)				Climax (Turning point)	Falling Action (Tension rises as the dominoes fall toward the exciting conclusion)			Denouement (Final confrontation, ultimate victory or loss, life goes on)						
Seven Point Structure	Hook (Introduce protagonist, situation, and stakes)		First Plot Turn (Situation changes, story begins)			First Pinch Point (Additional obstacles arise)	Midpoint (Context-shifting turning point)	Second Pinch Point (More pressure; the jaws of defeat)			Second Plot Turn (final piece needed is acquired)	Resolution (Final confrontation, ultimate victory or loss, life goes on)					
Eight Point Structure	Stasis (Introduce status quo)		Trigger (Something changes)	Quest (Protagonist sets out to accomplish new goal)		Surprise (Complications and obstacles arise)	Critical Choice (Protagonist makes decision; everything hinges on it)	Climax (The point of highest tension, results from the critical choice)			Reversal (Consequences of the critical choice and climax; ultimate change for better or worse; release of tension)	Resolution (loose ends are tied up, new stasis is established)					
Save the Cat	Set-up		Catalyst (Something changes)	Debate (Protagonist reacts to change)	Break into Two (Protagonist embarks)	Fun and Games (Implications of catalyst begin play out; complications)		Midpoint (False victory or defeat, stakes are raised.)	Bad Guys Close In (Antagonists regroup and get serious)	All Is Lost (Bad guys seem to win; "whiff of death")	Dark Night of the Soul (Protagonist reacts to "All is Lost," rock bottom)	Break into Three (The answer is found!)	Finale (The final battle: solution put into practice, final victory or defeat)	Final Image (Shows result of final battle, new stability, life goes on)			
	Opening Image (Introduce character and situation)	Theme Stated				B Story (Further complications through a major subplot)											
The Hero's Journey	Ordinary World (Introduce character and situation)		Call To Adventure (something changes)	Refusal of the Call (Hero resists change - optional)	Meeting the Mentor (ally/advice/equipment)	The Crossing of the First Threshold (hero accepts the call and embarks on the adventure)		Tests, Allies, Enemies (obstacles and complications)	Approach to the Inmost Cave (Hero and allies prepare for confrontation)		Supreme Ordeal (confrontation results in temporary/false victory or defeat; taste of death)		Reward / Seizing the Sword (Hero gains the final key to ultimate victory)		The Road Back (Hero sets off to finish the job)	Resurrection (Final battle out of darkness /death into light/life; victory)	Return With the Elixir (Show how the hero and his world are changed by the journey)
The Virgin's Promise	The Dependent World	Price of Conformity	Opportunity to Shine (first taste of dream)	Dress the Part (acknowledgement of the dream)	Secret World (experiments with the dream in secret)	No Longer Fits Her World (a choice becomes inevitable)	Caught Shining (Dependent world and secret world collide; consequences manifest)		Gives up What Kept Her Stuck (major turning point; sheds the past to gain the dream)		Kingdom in Chaos (decision point causes chaos in the community)	Wanders in the Wilderness (test of conviction, and moment of doubt)		Chooses Her Light (resolves to pursue dream, come what may)	The Re-ordering (The dream is made manifest at last)	The Kingdom is Brighter (Community benefits from the experience)	
	Character/situation introduced																
Story Trumps Structure	Orientation (Protagonist's situation is introduced)		Crisis / Calling (Situation changes, adventure begins)				Escalation (Protagonist attempts to move forward, obstacles and setbacks interfere)		Discovery (Protagonist reaches a moment of realization)			Change (Character's new situation or understanding is revealed)					