



# Story Beat Sheet

## Act One

Introduce the protagonist, establish their current "status quo" life, hook the reader, and set up the conflict to come.

## Act Two

The adventure gets into full swing. The protagonist faces increasingly strong obstacles as they head for the goal.

## Act Three

Launch the final battle and bring it all home with a look at how the world has changed in the wake of your protagonist's journey.

<b>Opening Image: Set the Mood</b>	<b>B Story Breathes</b>	<b>Prepare for War</b>
<b>A Glimpse at Theme</b>	<b>Challenges Mount</b>	<b>The Final Battle</b>
<b>Setting the Status Quo</b>	<b>Midpoint - Raise the Stakes</b>	<b>One Last Surprise</b>
<b>Inciting Incident/Call to Adventure</b>	<b>The Villain Adds Pressure</b>	<b>Resolution</b>
<b>Refusal of the Call</b>	<b>B Story Blowout</b>	<b>Denouement</b>
<b>Quest Into the New World</b>	<b>Disaster</b>	<b>Epilogue (Optional)</b>

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<b>Despair and Rally</b>
<b>The Power of Resolve</b>

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