

STORY

SET-UP

Meet main character (MC) and their world (setting), show their weakness & what they love most, rip that away from them...

TURNING POINT #1 AT 25%

MC has no choice but to embark on a quest

BEING REACTIVE

MC takes actions but only to make things worse.

TURNING POINT #2 AT 50%

New information. Change tack!

GET PROACTIVE

MC is proactive but missing crucial piece of the puzzle.

TURNING POINT #3 AT 75%

MC gets it. Knows what they have to do and it's impossible.

ALL-OUT FINALE

The big climax to the main action. MC will never be the same again. Weakness of the MC from the Set-Up resolved.