

TITLE 7 POINT STORY STRUCTURE		MAIN STORY		SUBPLOTS				
	DESCRIPTION	ACTION/PLOT	CHARACTER ARC	SUBPLOT 1 (RELEVANT CHARACTERS)	SUBPLOT 2 (RELEVANT CHARACTERS)	SUBPLOT 3 (RELEVANT CHARACTERS)	SUBPLOT 4 (RELEVANT CHARACTERS)	SUBPLOT 5 (RELEVANT CHARACTERS)
Hook	The "before" picture. Tip: start with the opposite of the of Resolution.							
Turning point 1	Introduces conflict and bridges gap between the Hook and the Midpoint. The character's world changes. New people, new secrets, etc.							
Pinch point 2	Something bad happens. Apply pressure, forcing the characters to act. Often used to introduce the villain.							
Midpoint	The point at which the characters begin moving from one state to the other. From reaction to action.							
Pinch point 2	Something even worse happens. Apply even more pressure, until the situation seems hopeless. Tip: These are the jaws of defeat from which your hero will be snatching victory. Make sure the teeth are sharp							
Turning point 2	Bridges the gap between the Midpoint and the Resolution. Obtain the last thing needed to reached the resolution. Example: "Use the Force Luke."							
Resolution	The Climax. Everything in the story leads to this moment.							