

# Title

## Character and Plot Worksheet

### Story Magic and Michael Hague 6-Beat Model

Story Element	Name	Name
Outer Motivation Visible Desire for outward accomplishment Revealed through action Answers the question: what is this story about? Is related to plot		
Story level goal (may be unknown at the beginning) related to outer motivation		
Inner Motivation Invisible Desire for self-worth Revealed through dialogue and narrative Answers the question: why does she want to do that? Is related to character growth		
Setup Prevailing awareness of character Inciting incident		
Short range goal		
The first turning point. Its opportunity. Its pitfall.		
Character strengths (gets character out of trouble)		
The new situation and new short range goal		
Character glimpses what (s)he could be		
Character flaw (character misjudges; causes trouble)		
Change of Plans		
Turning Point 2		
<b>Beginning of Act II (25% +/-)</b>		
Point of no return		
Internal conflict causes complications		
Allies and enemies		

Deepening motivations: retreat or go forward. Another short range goal and growing importance of the long range goal.		
Turning Point 3		
Things get worse and maybe appear to be great but are not		
Internal motivation at stake and new accompanying short range goal.		
Major setback / black moment, turning point 4		
New awareness and cusp of resolving internal conflict to become person hinted at in the beginning		
<b>Beginning of Act III</b>		
Final push toward climax		
Turning point 5 – climax		
Transformation and aftermath. Becomes person hinted at during the beginning (or not—tragedy)		