

Plot Templates:

ACTION ADVENTURE PLOT

1. Hero's circumstance
2. Receives a mission
3. Begins toward goal
4. Travels to exotic location
5. Encounter damsel
6. Encounters henchman
7. Chase
8. Major complications
9. Assistance
10. Infiltrate fortress
11. Captured
12. Narrow escape
13. Attain goal
14. Battle henchman
15. Battle villain
16. Plot twist
17. Resolution
18. Conclusion

7 POINT PLOT STRUCTURE

1. Hook
2. Plot Turn 1
3. Pinch 1
4. Midpoint
5. Pinch 2
6. Plot Turn 2
7. Resolution

8 SEQUENCES METHOD

Plotlines

1. Main Plot
2. Subplot

Scene Cards

1. Status quo & Inciting incident
2. Predicament & Lock In
3. First Obstacle & Raising the Stakes
4. First Culmination/ Midpoint
5. Subplot & Rising Action

6. Main Culmination / End of Act II
7. New Tension & Twist
8. Resolution

Chapters

1. Act I
2. Sequence 1
3. Sequence 2
4. Act II
5. Sequence 3
6. Sequence 4
7. Sequence 5
8. Sequence 6
9. Act III
10. Sequence 7
11. Sequence 8

ACTION ADVENTURE PLOT

Plotlines

1. Main Plot
2. Main Plot

Scene Cards

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5. Encounter damsel
6. Encounters henchman
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8. Major complications
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HERO'S JOURNEY

Plotlines

1. Main Plot
2. Main Plot

Scene Cards

1. The Ordinary World
2. The Call of Adventure
3. Refusal of the Call
4. Meeting the Mentor
5. Crossing the First Threshold
6. Test, Allies, Enemies
7. Approach to the Inmost Cave
8. The Ordeal
9. Reward (Seizing the Sword)
10. The Road Back
11. Resurrection
12. Return with the Elixir

ROMANCE BEAT SHEET

Plotlines

1. Main Plot
2. Main Plot

Scene Cards

1. Opening
2. Give
3. External & Internal
4. How
5. External & Internal
6. How
7. External & Internal
8. External & Internal
9. Show

Chapters

1. Act I
2. Opening image/hook
3. Inciting incident
4. End of the beginning
5. Act II
6. Pinch point #1
7. Midpoint
8. Pinch point #2
9. Crisis
10. Act III
11. Climax
12. Final image/ resolution

ROMANCING THE BEAT

For romance novels by Gwen Hayes

Plotlines

1. Phase 1: Set Up
2. Phase 2: Falling in Love

3. Phase 3: Retreating From Love
4. Phase 4: Fighting for Love

Scene Cards

1. Introduce H1
2. Introduce H2
3. Meet Cute
4. No Way 1
5. Adhesion
6. No Way 2
7. Inkling of Desire
8. Deepening Desire
9. Maybe This Could Work
10. Midpoint of Love
11. Inkling of Doubt
12. Deepening Doubt
13. Retreat Beat
14. Shields Up
15. Break Up
16. Dark Night
17. Wake Up
18. Grand gesture
19. What Whole Hearted Looks Like
20. Epilogue

Chapters

1. Beat 1
2. Beat 2
3. Beat 3
4. Beat 4
5. Beat 5
6. Beat 6
7. Beat 7
8. Beat 8
9. Beat 9
10. Beat 10
11. Beat 11
12. Beat 12
13. Beat 13
14. Beat 14
15. Beat 15
16. Beat 16
17. Beat 17
18. Beat 18
19. Beat 19
20. Beat 20

SEVEN ROMANTIC COMEDY BEATS

Plotlines

1. Main Plot
2. Main Plot

Scene Cards

1. Setup / hook
2. Meet / inciting incident
3. Turning point
4. Midpoint / Raising the stakes
5. Swivel: second turning point
6. Dark moment / crisis
7. Joyful defeat / resolution

Chapters

1. Beat 1
2. Beat 2
3. Beat 3
4. Beat 4
5. Beat 5
6. Beat 6
7. Beat 7

SHONEN BATTLE MANGA FORMULA

Plotlines

1. Main Plot
2. The Long Road

Scene Cards

1. Getting motivated
2. It's easy!
3. Maybe it's not so easy
4. A whole new world
5. A new path
6. The long road
7. Rising competition
8. Social advancement
9. Eye of the tiger
10. Towards the future
11. Story Arcs

SIX STAGE PLOT STRUCTURE

Plotlines

1. Main Plot
2. Main Plot

Scene Cards

1. Setup

2. Opportunity
3. New situation
4. Change of plans
5. Progress
6. Point of no return
7. Complications & higher stakes
8. Major setback
9. Final push
10. Climax
11. Aftermath

Chapters

1. Stage 1
2. Turning point 1
3. Stage 2
4. Turning point 2
5. Stage 3
6. Turning point 3
7. Stage 4
8. Turning point 4
9. Stage 5
10. Turning point 5
11. Stage 6

SNOWFLAKE METHOD

Plotlines

1. Three Disaster Structure

Scene Cards

1. First Disaster
2. Second Disaster
3. Third Disaster

STORY CIRCLE

Plotlines

1. Main Plot
2. Main Plot

Scene Cards

1. You
2. Need
3. Go
4. Search
5. Find
6. Take
7. Return
8. Change

TAKE OFF YOUR PANTS

Plotlines

1. Main Plot
2. Main Plot

Scene Cards

1. Cycle
2. Ally

3 STORY METHOD

Plotlines

1. Main Plot

Scene Cards

1. Act 1 - Conflict
2. Act 1 - Choice
3. Act 1 - Consequence
4. Act 2 - Conflict
5. Obstacle 1
6. Obstacle 2
7. Obstacle 3
8. Act 2 - Choice
9. Act 2 - Consequence
10. Act 3 - Conflict
11. Act 3 - Choice
12. Act 3 - Consequence

Chapters

1. Act 1 - Conflict
2. Act 1 - Choice
3. Act 1 - Consequence
4. Act 2 - Conflict
5. Act 2 - Obstacle 1
6. Act 2 - Obstacle 2
7. Act 2 - Obstacle 3
8. Act 2 - Choice
9. Act 2 - Consequence
10. Act 3 - Conflict
11. Act 3 - Choice
12. Act 3 - Consequence

VICTOR PINEIRO SCREENPLAY

Plotlines

1. Main Plot
2. Main Plot

Scene Cards

1. A Day In the Life

2. The Spark
3. Do I Stay or Do I Go?
4. Into the New World
5. What is Love?
6. Melt Their Faces Off
7. Crossing the Rubicon
8. False Victory
9. Long Journey Into Night
10. Rock Bottom
11. From the Ashes
12. Time to Kick Ass

Chapters

1. Act I
2. #1
3. #2
4. #3
5. Act II
6. #4
7. #5
8. #6
9. #7
10. #8
11. #9
12. #10
13. #11
14. Act III
15. #12

W PLOT

Plotlines

1. Main Plot
2. Main Plot

Chapters

1. Trigger Event
2. 1st Turning Point
3. 2nd Triggering Event
4. 2nd Turning Point
5. Resolution

(don't forget to do the M Plot for the antagonist)