## The My Story Can Beat Up Your Story "Plot, Not Plotz" Form (Copy and reuse FOR YOUR OWN USE ONLY)

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12 PLOT POINTS - #2 (See the hero's flaw in relation to
stakes character.)
12 PLOT POINTS - #3 (Meet the villain, or amplify what is
known about the villain.)

12 PLOT POINTS - #4 (The Deflector slows the hero down		
or pulls the hero off the path)		
12 PLOT POINTS - #5 (Inciting Event. The hero now		
becomes emotionally involved)		
becomes emotionally involved,		

12 PLOT POINTS - #6 (Hero's goal as it relates to the
stakes character or love interest. Hero's problem is made
clear to the audience.)
12 PLOT POINTS - #7 (Ally aids hero by propelling hero
out of his or her comfort zone.)

12 PLOT POINTS - #8 (Hero seems ready to move forward
towards goal and/or stakes character, but can't do it.)
12 PLOT POINTS - #9 (Villain or Deflector conflict stops
the hero or threatens the emotional stakes)

12 PLOT POINTS - #10 (Hero realizes depth of feeling for	
stakes character or severity of threat to victims.)	
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12 PLOT POINTS - #11 (Deflector or Villain threatens to	
take stakes character from hero)	
take stakes character from heroj	
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12 PLOT POINTS - #12 (Hero decides he or she must act to
save stakes character)
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CENTRAL QUESTION:

## **ACT TWO Wanderer**

14 YES/NO's - Yes #1	
14 YES/NO's - No #1	

14 YES/NO's - Yes #2		
14 YES/NO's - No #2		

14 Y	ES/NO's - Yes #3	
14 Y	ES/NO's - No #3	

14 YES/NO's - Yes #4	
14 YES/NO's - No #4	

14 YES/NO's - Yes ‡	<b>#</b> 5		
14 YES/NO's - No #	5		

14 YES/NO's - No #6		
14 YES/NO's - Yes #7		

14 YES/NO's - No #7	
	Warrior
14 YES/NO's - Yes #8	

14 YES/NO's - No #8		
14 YES/NO's - Yes #9		

14 YES/NO's - No #9		
14 YES/NO's - Yes #10		

14 YES/NO's - No #10		
14 YES/NO's - Yes #11		
14 120/NO 3 - 103 #11		

14 YES/NO's - N	o #11		
14 YES/NO's - Y	es #12		

14 YES/NO's - No #12		
14 YES/NO's - Yes #13		

14 YES/NO's - No #13		
14 YES/NO's - Yes #14		

14 YES/NO's	- No #14		
	ACT THREE	Martyr	
BIG YES			
DIG ILS			

NO			
BIG NO			

FINAL YES			
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