

# The Monster Structure Worksheet

I		1 Ordinary World	Show hero's normal world before changes. Show hero in a characteristic moment, get to know hero and sympathize.
		2 Call to Action	Something changes, hero is asked to confront change and go on a journey.
		3 Hero's Refusal/Doubt	Hero is reluctant to join the journey.
		4 Convincing/Commitment	Hero is convinced or changes own mind, agrees to go on the journey.
II	Reaction/Defend	5 Turning Point 1	Point of No Return #1. After this moment, there is no going back. The adventure begins.
		6 Exposition	Major complications start. From here to 6-8, all reactions to 5. Shed light on 1. Foreshadow 12/13. Expose personal flaw and/or history (no backstory before Ch 4!).
		7 Pinch Point 1	Antagonist displays their power, clearly a threat.
		8 MIDPOINT	Hero makes decision to stop reacting. Mirror moment, personal insight. False resolution. Foreshadow 14.
	Action/Attack	9 Approach Begins	Begin barreling toward 12. Hero acts instead of reacts. Get final pieces in play for climax.
		10 Pinch Point 2	All hell breaks loose. Antagonist displays power again. Just desserts for 3. Groundwork for 11.
		11 Approach to Climax	Run headling into the climax. Subplots start to tie off.
		12 Ordeal/Turning Point 2	Point of No Return #2, the climax is inevitable now. Major clash with antagonist. Upheaval of gains from 7-9.
III		13 Antagonist Triumph/Dark Moment	Destruction of hero's plans. Reasons from 4 impact hero's reaction to 13.
		14 Hero's Revelation	Hero must face darkest fear which has been holding them back. Overcomes elements from 6-9 using a device from 5.
		15 Win/Resurrection	Act upon the darkest fear to defeat the antagonist.
		16 Denouement	Resolution from 14 comes to full bloom.

Derived from: Three Act Structure, Hero's Journey, Three-In-One Plotting Worksheet, works of James Scott Bell, works of KM Weiland.

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