

## Zara West's Hero's Journey BLANK BEAT

Plot Position	MYSTERY BEAT	Your Scenes
<b>ACT 1</b>  SET UP 1-25%	<i>World/ Premise/Intro to Character/Ordinary Life/Call to Adventure</i>	
<b>Ordinary World</b>	<b>Extensive World-building but start with high action scene</b>  <b>Hero pursues normal life tasks</b>  <b>Note: This may take several chapters.</b>	
<b>TRIGGER</b>	<b>1<sup>st</sup> Call to Action/Adventure – A hint of what is to come. THE CATALYST</b> Something happens that disturbs that ordinary life. Could be a prophecy or a secret or something found.	
<b>IGNORES</b>	<b>Ignores/Character Introduction</b> <b>Flaws/strengths/problems</b>  Love-interest character introduced. Hint of personal issues External story goal stated on page	

<b>CALL TO ACTION</b>	<b>Stronger Call to Action</b>  Takes hero by surprise. May involve H2. Hero ignores it. It's a Bad Idea. Mentor gives push	
<b>REFUSAL</b>	<b>Stuck in the Mud/ Meets a Mentor explains/shows the true goal</b>  Hero ignores hints of future and any attraction to H2. Pursues ordinary life or expected goal. May hide or do the opposite of what is being asked.	
<b>Plot Point 1</b> <b>#3 POINT OF NO RETURN</b> 25%	<b>INCITING INCIDENT</b> <b>Forced to Take Action</b> <b>Chooses the journey</b> Something drastic happens – family killed, village destroyed, future plans fizzled. Driven to fix it/escape it/. Joined by H2.	
<b>ACT 2A</b> 25-50% <b>STRUGGLE</b> Falling in love	<i>Journeying/Meeting obstacles</i>	
<b>CONFUSION</b>	<b>Fun &amp; Games in a New World</b> new/confusing/challenging. Need to learn new skills	

	<p>Hero meets obstacles/tests/ failures and successes. Makes friends and enemies.</p> <p>H&amp;H fight attraction</p>	
<b>LEARNING</b>	<p><b>Fun &amp; Games Continues - Need to learn new skills/strength/info</b></p> <p>More obstacles and conflicts. Looking like the goal will be easy.</p> <p>H&amp;H get friendlier.</p>	
<b>PRACTICING</b>	<p><b>Fun &amp; Games – Things getting Serious</b></p> <p>POV character is sure the problems and obstacles will be overcome soon.</p> <p>H&amp;H get closer, attraction grows</p>	
<b>PUTTING TO USE</b>	<p><b>Fun &amp; Games– The Approach</b></p> <p>H1 brags or declares success H2 isn't as sure,</p>	
<p><b>Plot Point 2</b> <b>REVELATION HIGH POINT-NEW INFO/EVENT= DECISION</b> 50% mark</p>	<p><b>MIDPOINT ORDEAL!</b></p> <p><b>Major Failure</b> <b>Faces Death</b></p>	

	<p>Stakes suddenly get higher. The hero confronts death and faces his greatest fear.</p> <p>No matter what the structure, the middle has something significant going on.</p>	
<b>Act 2 B</b> <b>BUILD UP</b> <b>TENSION</b>		
<b>BUILD UP</b> <b>TENSION</b>	<p><b>The Reward/Minor celebration</b></p> <p>The hero is rewarded for facing death = treasure. Celebration may occur, but the risk of losing the reward is also there.</p>	
<b>BUILD UP</b> <b>TENSION</b>	<p><b>Return Home</b></p> <p>Thinks won. Race to finish the adventure and return home with the reward/treasure, often with adversaries chasing him.</p> <p>Things start falling apart. He has to figure out how to keep the reward.</p>	
<b>BUILD UP</b> <b>TENSION</b>	<p><b>Bad guys close in</b></p> <p>Chase scene/Lose friend/ chose reward over something valued/guilty</p>	
<b>W Major</b> <b>Rug Pull</b>	<p><b>Danger soars</b></p> <p>Makes a bad decision or assumption</p> <p>Reward is lost or taken</p>	
<b>Plot Point 3</b> 75% mark	<b>Major Failure</b>	

<b>FINAL SET BACK</b> External Plot Black Moment	Impossible obstacle/ Villain wins/ external story goal must be abandoned	
<b>ACT 3</b> 75%- 100% <b>AFTERMATH</b>	<i>Fighting for survival</i>	
<b>CLIMAX</b>	<b>Black Moment</b> All is lost. Personal crisis. Give up or change	
90%-95% <b>MOMENT OF TRUTH</b>	<b>Breakthrough – NEW POWER OR BELIEF</b> Realizes what to do. Makes a discovery/ gets free/flaw overcome/knows the right thing to do/ gathers tool and allies	
<b>Plot Point 4</b> <b>THE BATTLE</b> 95% mark	<b>Battle</b> Battles villains. Put everything on the line Life or death career/pride/goals/dream, love Race/ticking clock/obstacles/facing fear	
<b>ACT 4</b> <b>RESOLUTION</b> 95%-100%	<i>Hero is rewarded</i>	
<b>RESURRECTION</b>	<b>Return home</b> Hero is new person. Returns with “reward/treasure” Plot elements tied up.	
<b>END</b>	<b>Wrap up</b> Show hero living life as new person	

