

Zara West's Hero's Journey BLANK BEAT

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

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

	<p>Hero meets obstacles/tests/ failures and successes.</p> <p>Makes friends and enemies.</p> <p>H&H fight attraction</p>	
LEARNING	<p>Fun & Games Continues - Need to learn new skills/strength/info</p> <p>More obstacles and conflicts. Looking like the goal will be easy.</p> <p>H&H get friendlier.</p>	
PRACTICING	<p>Fun & Games – Things getting Serious</p> <p>POV character is sure the problems and obstacles will be overcome soon.</p> <p>H&H get closer, attraction grows</p>	
PUTTING TO USE	<p>Fun & Games– The Approach</p> <p>H1 brags or declares success H2 isn't as sure,</p>	
Plot Point 2 REVELATION HIGH POINT-NEW INFO/EVENT=DECISION 50% mark	<p>MIDPOINT ORDEAL!</p> <p>Major Failure Faces Death</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>	
Act 2 B BUILD UP TENSION		
BUILD UP TENSION	<p>The Reward/Minor celebration</p> <p>The hero is rewarded for facing death = treasure. Celebration may occur, but the risk of losing the reward is also there.</p>	
BUILD UP TENSION	<p>Return Home</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>	
BUILD UP TENSION	<p>Bad guys close in</p> <p>Chase scene/Lose friend/ chose reward over something valued/guilty</p>	
W Major Rug Pull	<p>Danger soars</p> <p>Makes a bad decision or assumption</p> <p>Reward is lost or taken</p>	
Plot Point 3 75% mark	Major Failure	

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

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