

Three Part Story Structure	Bell's Signposts	Hero's Journey	Character Arc	Save the Cat Beats	Harmon's Plot Embryo	Campbell's Monomyth
<b>ACT 1</b>						
Hook		The Ordinary World	Limited Awareness	Opening Image	Comfort Zone	
				Set Up		
				Theme Stated		
Inciting Event	Opening Disturbance Care Package	The Call to Adventure	Increased Awareness	Catalyst	Wants Something	Call to Adventure
	Argument Opposed to Transformation	Refusal of the Call	Reluctance to Change			Refusal of the Call
		Meeting the Mentor	Overcoming reluctance	Debate		Supernatural Aid
Key Event	Trouble Brewing					
<b>ACT 2</b>	Doorway of No Return #1	Crossing the Threshold	Committing	Break in 2	Unfamiliar Situation	Crossing First Threshold
1st Plot Point						Belly of the Whale
Strong Reaction	Kick in the Shins	Tests, Allies and Enemies	Experimenting	Fun and Games		Road of Trials
				B Story (helps at Break in 3)		
1st Pinch Point		The Approach the Inmost Cave	Preparing for big change			Meeting with the Goddess
						Temptation
<b>TURNING POINT</b>	<b>The Mirror Moment</b>	<b>The Ordeal</b>	<b>Big Change</b>	<b>Midpoint</b>	<b>Adaptation</b>	<b>Atonement with the Father</b>
Strong Action						
	Pet the Dog					
2nd Pinch Point	Doorway of No Return #2					Apostasy
	Mounting Forces			Bad Guys close in		
		The Reward (Seizing the Sword)			Get what they wanted	The Ultimate Boon
			Consequences	All is lost	Pay a heavy price	Refusal of Return
	Lights Out			Dark night of the soul		
<b>ACT 3</b>	<b>Q Factor</b>	<b>The Road Back</b>	<b>Rededication</b>	<b>Break in 3</b>	<b>Return to the familiar</b>	<b>Magic Flight</b>
3rd Plot Point						
Increase Pace						Rescue from Without
Climax	Final Battle	The Resurrection	Final Attempt	Finale		Crossing the Return Threshold
Climactic Moment						
<b>Resolution</b>	<b>Transformation</b>	<b>Return with the Elixir</b>	<b>Mastery</b>	<b>Final Image</b>	<b>Having changed</b>	<b>Master of Two Worlds</b>
						Freedom to Live