

Kaya's Beat Sheet

Book Title

Opening Image and Setup

Start the story in the regular life of your character. Show us who they are.

Catalyst:

Something happens to change everything. An adventure awaits. Make us say
OOooOoooO!

Decision:

They make a decision that locks them into the adventure. No turning back now.

Fun & Games

3 to 5 fun things happen as they go on their quest. Each gets its own chapter.

Midpoint:

Everything changes. Maybe a disaster hits, or the mission changes, or something they believed in turns out to be false. The stakes go way up. Make us yell WHAT?

Bad Guys Close In:

3 to 5 scary or battle-ish things happen. Each makes the tension higher.

All is Lost:

Defeat! Make it seem like there is no possible way there could be a happy ending. Make us shout OH NO!

Dark Night of the Soul:

Your character is in despair. Suddenly they understand what the journey has taught them. We see them grow and do something new and surprising.

Climax:

Victory! Yay! They win, whatever that looks like. Make us scream WOOHOO!

Denouement:

One or two chapters after the battle, showing how they have changed.

Final image

Similar to the opening image, but different because of the adventure. Make us warm and happy.