Kaya's Beat Sheet



Opening Image and Setup

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

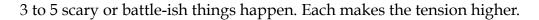
Catalyst:

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

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?

Decision:

Bad Guys Close In:



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.

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.

Climax: