

WORKING TITLE:

BEAT SHEET: 1

GENERIC	SPECIFIC TO STORY	PAGE # / # OF WORDS
1. Prologue-Preview of Problem		
2. Intro character and life prior to facing problem		
3. Show character's life, what his stakes are.		
4 Off-stage flash of approaching antagonism.		
5. Hero's first hint of darkness.		
6. Hero timidly enters the dark.		
7. Hero is warned to stay away.		
8. Hero confronts the jeopardy.		
9. Hero falsely reassured.		
10. Hero doesn't buy in, goes in stealth to see for herself.		
11. Major darkness thrust upon her, everything changes.		
12. MAJORPLOT POINT # 1 (25% OF TOTAL)		

WORKING TITLE:
BEAT SHEET: 2 (Response to First Plot Point)

GENERIC	SPECIFIC TO STORY	PAGE # / # OF WORDS
1. How does hero react? Everything changed. New Quest.		
2. A retreat / A reluctance. What's at stake?		
3. A re-grouping/option		
4. Seeks information / tries to understand		
5. Attempt to take doomed action/tries to shield loved ones/inner demons.		
6. Nature of the antagonistic force.		
7. PINCH POINT		
8. Response to pinch point.		
9. What's at stake for the hero now?		
10. Focus on hero's needs.		
11. Seeks solid information / understanding.		
12.		
13.		
14.		
15. MIDPOINT (FIFTY PERCENT OF TOTAL)		

**WORKING TITLE:
BEAT SHEET: 3 (HERO TRANSFORMED)**

GENERIC	SPECIFIC TO STORY	PAGE # / # OF WORDS
1. MID-POINT; NEW INFORMATION; NEW UNDERSTANDING (FIFTY PERCENT)		
2. From responder to attacker.		
3. From wanderer to warrior.		
4. Proactive/fights back.		
5. Hatches a plan.		
6. Enlists assistance.		
7. Demonstrates courage/ shows initiative.		
8. THE PINCH POINT		
9. Reacts to pinch point.		
10. Fights her inner demons		
11. Finds resources.		
12.		
13.		
14.		
15. ALL HOPE IS LOST.		

WORKING TITLE:
BEAT SHEET: 4

GENERIC	SPECIFIC TO STORY	PAGE # / # OF WORDS
1. 2nd PLOT POINT (THE FINAL CHASE SCENE)		
2. Build up.		
3.		
4. Final injection of new information - meaningful and powerful.		
5.		
6. Final piece of information.		
7.		
8. Resolution Mode.		
9.		
10. New doors opening.		
11.		
12. New risks with immediate reward.		
13.		
14. Making things right.		
15.		

WORKING TITLE:
BEAT SHEET: 5 (The Beginning of the End)

GENERIC	SPECIFIC TO STORY	PAGE # / # OF WORDS
1. USING 2 ND PLOT POINT AS SPRING BOARD 10/12 SCENES		
2. The resolution of the story.		
3. The hero and personal growth.		
4. A new and better hero.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
TOTALS	# OF WORDS / # OF PAGES	

14.	MIDPOINT (50%)	1.	PART THREE: ATTACK/WARRIOR/PROACTIV
13.		2.	
12.		3.	
11.		4.	
10.		5.	
9.		6.	
8.		7.	
7.	PINCH POINT/DARK MOMENT (3/8's)	8.	PINCH POINT/DARK MOMENT (5/8's)
6.		9.	
5.		10.	
4.		11.	
3.		12.	
2.		13.	
1.	PART TWO: RESPONSE/WANDERER	14.	2nd PLOT POINT - 75%

OF WORDS IN A NOVEL IN THE TOP 15 KINDLE CATEGORIES

