

Points and Pacing Worksheet #1

(Working Title)

Points and Pacing	Key Action/Events/Points
Section 1: Introduce main character, conflict, setting and background, identify or hint at the primary stakes.	
Section 2: Adventure begins, further explanation of conflict. Increase the stakes.	
Section 3: Action intensifies, danger grows, suspense deepens. Central conflict is front and center.	
Time Out - What is the lesson the main character needs to learn here? This is the blackest moment, when all seems lost. Will your character be redeemed? Will your character change?	
Climax - Main character puts what they've learned to use to solve the conflict, or gives in to human frailty and is lost. Tie up loose ends quickly.	