

Points and Pacing Worksheet #2

(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. (Who, Wants)	(In a book of 25 chapters, this happens in the first three)
Section 2: Adventure begins, further explanation of conflict. Increase the stakes. (Wants, But)	(In a book of 25 chapters, this is between 6-9 chapters)
Section 3: Action intensifies, danger grows, suspense deepens. Central conflict is front and center. (But)	(In a book of 25 chapters, this is between 6-9 chapters)
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? (But)	(In a book of 25 chapters, this is 1-2 chapters)
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. (So)	(In a book of 25 chapters, this is 1-2 chapters)