

Story Slices Framework

Protagonist:	
Skill:	
Flaw/Mistaken Belief:	
Misbehavior:	
External Goal:	
Internal Want/Need:	
Main External Conflict:	
Main Internal Conflict:	
Main Theme:	
Fundamental Question:	
Beginning:	
Middle:	
Ending:	
Character Arc:	

Plot Point	Percentage	Story	Percentage
1st Quarter			
Intro (Establish normal)			
Begin to Hint at Theme			
The Change (First hint or more than hint of external problem and internal want/need i.e. the change that forces on the want or need)			
Momentum Builds (Takes first step on journey caused by change)			
Turn (something causes great conflict which turns the story forcing the character to make a decision)			
Decision (first decision i.e. accepts call to action or refuses, often makes a poor decision)	25%%		
2nd Quarter			

The Plot Thickens (either things seem to be going great or thing get worse – usually as a direct result of the decision just made)			
Hint of What's to Come (things start to go bad, and indication of struggles to come)			
Escalation (event even worse/bigger stumbling block than last)			
Midpoint (disaster that raises the stakes that happens at the dead center)	50%		
3rd Quarter			
Statement of Intent (character directly states public goal, can get a boost from the result)			
Not Looking Good (Pretty bleak even though character now admits what they want)			

More Stuff Happens (bad things happen)			
Twist for the Worst (a new low that forces the next decision)			
Second Decision (right decision for right reasons and commits to tasks ahead)	75%		
4th Quarter			
No Way Out (moment that sets up the final battle, until now the character had a way out)			
Climax (final culmination that everyone's been leading up to)			
Life Goes On (where the character ends up)	100%		