

Seven-Point System
Plot Elements

Plot Point	POV1 Name: []	POV2 Name: []	POV3 Name: []	POV4 Name: []	POV5 Name: []	Explanation
Hook						Needs Something
Plot Turn 1						Figures something should be done
Pinch 1						Given a reason to do something
Midpoint						Decides to do something
Pinch 2						Trying to do something sucks
Plot Turn 2						Determines a work-around
Resolution						Does something
More	Fully Developed Characters	Rich Environments	Ice Monster Prologue	Try/Fail Cycles	Subplots	Putting flesh on the skeleton of the Seven-Point System

Hook	Plot Turn 1	Pinch 1	Midpoint	Pinch 2	Plot Turn 2	Resolution
Start at the opposite state from the resolution	Moves from hook to midpoint Introduces conflict Character's world changes - Meet new people - Discover new secrets - Follow the White Rabbit	Force the characters to action by applying pressure - Introduce the antagonist - Something goes wrong - Bad guys attack - Peace is destroyed	The point at which the character begins moving from reaction to action and make a decision to do something to achieve the resolution	Apply more pressure until the situation seems hopeless These are the jaws of defeat from which your hero will be snatching victory. Make sure the teeth are sharp. - A plan fails - A mentor dies, leaving the hero(s) alone - The bad guys seem to win	Moves from midpoint to resolution Character obtains what they need to achieve resolution - The power is in you! - Grasping victory from the jaws of defeat	Everything leads to this moment