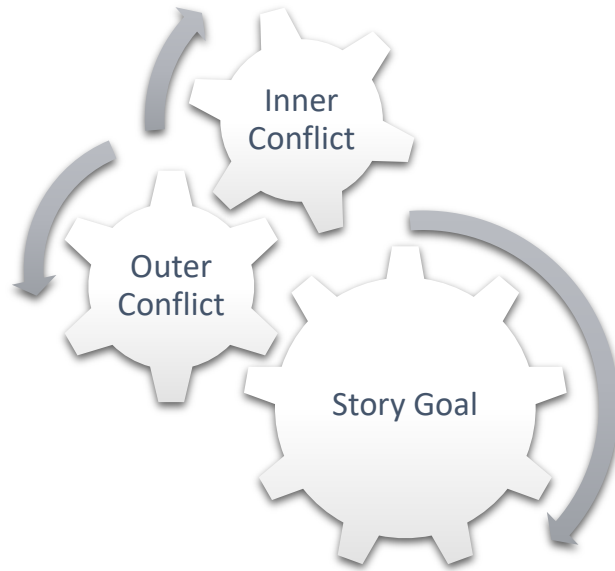


# STORY BUILDING RESOURCES

## Contents

1. Character Building
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4. Set Building
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# Character Building



The character's need unites story goal and the lie. It's the truth that resolves the lie and the hidden drive in the character's pursuit of their story goal.



# Character Building Definitions

- **Story Goal**

The concrete, external thing your character wants and pursues over the course of the story.

Example:

In Spiderman Homecoming, Peter Parker's goal is to be a hero and join the Avengers.

- **Outer Conflict**

External obstacles preventing your character from achieving their goal. Obstacles can be another person, a law, a location... anything external to themselves that stops them.

Example:

A gang of illegal weapons dealers, who build weapons with stolen alien goods.

- **Inner Conflict**

Inner obstacles preventing your character from achieving their goal. Things like self-doubt, fear of rejection, etc...

Example:

Peter is filled with self-doubt. He believes he is nothing without his suit.

- **Need**

The shining light of truth that exposes the lie and brings healing to your character's emotional wound.

Example:

Peter needs to learn that being a hero is about a person's choices and character. It means believing in yourself, doing the right thing, and having courage despite fear or weakness.

- **Lie**

A false belief based upon your character's fear.

Example:

Peter believes to be worthy that he must be an Avenger - complete with fancy suit.

- **Fear**

A specific fear that was born as a result of your character's emotional wound.

Example:

Peter fears he is unworthy.

- **Emotional Wound**

A traumatic experience or event that your character has not resolved or accepted.

Example:

Peter is an unpopular teenage boy orphan living with his widowed aunt in a small apartment who endures bullying at school.

# Plot Building

## Act One

Opening Scene

Theme and Set-up

Inciting Incident and Debate

## Act Two

Introduce New Characters

Fun and Games

Midpoint

False Win/Downturn

Dark Moment

## Act Three

Act 1 + Act 2 = solution

Climax

Resolution

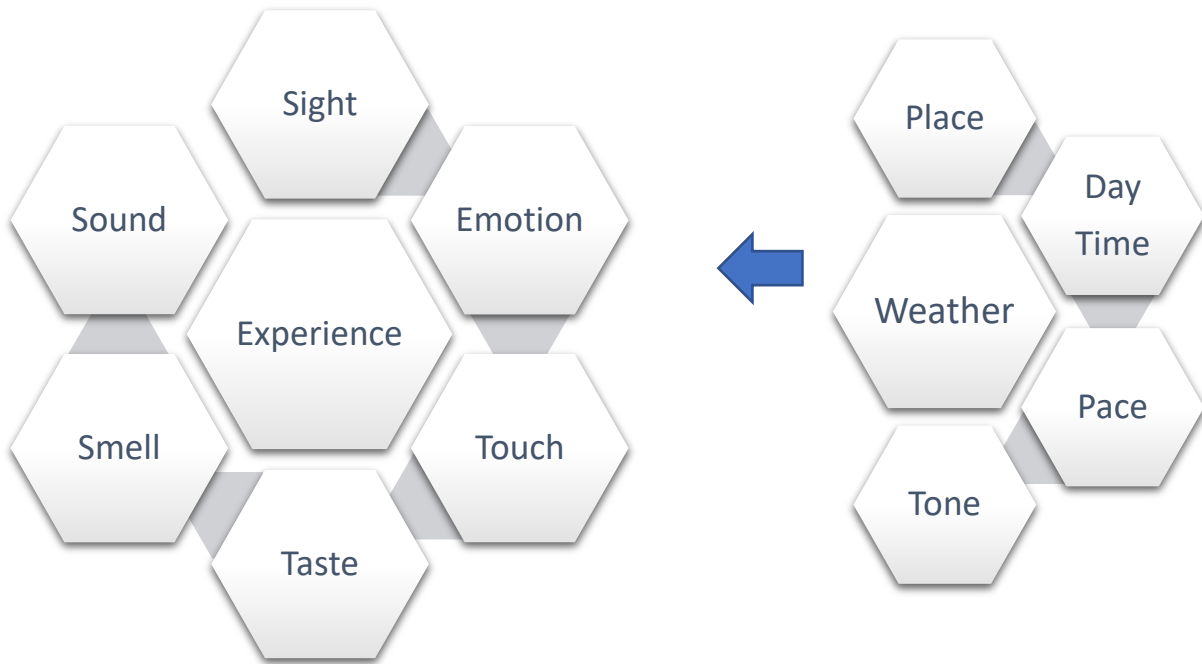
Final Scene

# Set Building



**What if each location is treated like a character with its own  
wound, fear, lie, need, goal, and conflict?**

# Scene Building



- What happens?
- Who is there?
- What is revealed, resolved, or foreshadowed?
- What is the purpose of this scene and how does it keep the story moving forward?

# Synopsis Building

## One Page Synopsis

Opening Scene

Introduce Main Character(s)

Inciting Incident

Decision leading to Act Two

Conflict and New Characters

Midpoint

False Win/Down turn

Dark Moment

Climax

Resolution

Final Scene