

Character Name		
<i>Desire (what character wants)</i>	Conscious:	What the character thinks he/she wants (To stop the villain, to get rich)
	Unconscious:	What the character really wants (To reconcile the past, to become a good mother)
<i>Conflict Levels (what opposes character)</i>	Inner:	Feelings and inner conundrums (fear, anger, hubris)
	Personal:	One-on-one relationship conflicts (Girlfriend, father, boss, roommate)
	Extra-Personal:	Conflicts against ideals and systems (Capitalism, parenthood, high school)
<i>Character (Aspects that make someone)</i>	Characterization:	How the character appears (Travis Bickle: shy, good-natured)
	True Character:	What the story reveals about the character (Travis Bickle: angry, deranged, paranoid)
	Turn:	How the story changes someone's true character (Travis Bickle: From paranoid, angry recluse to murdering, vengeful vigilante)

Inciting Incident	Interruption of protagonist's life
Act One Climax	Commitment of protagonist to journey
GAP	Antagonist breaking expectations of protagonist and imperiling story
Progressive Complications	Series of escalating problems protagonist must face to achieve goal
Midpoint	The protagonist achieves his goal for the moment, revealing a truth and learning a lesson
Act Two Climax	The protagonist, after a massive setback, chooses his or her final action to determine whether the quest is successful or not
Act Three Climax	The protagonist's journey ends in either success or failure
Resolution	The concluding action to the story

Principle of Antagonism (The values that define the character's world and their antonyms)	Positive	The value the character seeks: Justice, Fame, Love	Pessimistic	A marginal value: Half Justice, Moderate Fame, Friendship
	Negative	The opposite value the character seeks: Injustice, Anonymity, Hatred	Negation of Negat	A false value the character misinterprets: Injustice in guise of Justice, Delusional Fame, Unrequited Love
Controlling Idea:				
The moral of the story and how the character learns it				

HERO'S JOURNEY	
ORDINARY WORLD	The home of the hero before the adventure.
CALL TO ADVENTURE	An interruption in the hero's life that demands a quest.
REFUSAL OF THE CALL	The hero's declination of the adventure out of fear or apprehension.
MEETING THE MENTOR	A meeting with an older sage who instructs, advises and gives gifts for the hero to partake in the quest.
CROSSING THE FIRST THRESHOLD	The hero's first foray into the unknown world, symbolized by a victory over a new antagonist that launches the quest.
TESTS, ALLIES, ENEMIES	The hero learns who to trust and who not to trust as well as conquering problems that will earn him or her the requisite skills to complete their quest.
APPROACH TO INMOST CAVE	The hero realizes they will soon face a test that could break them.
ORDEAL	The hero suffers the full torment of the special world, whether it is a confrontation with an antagonist or their greatest fear realized.
REWARD	The hero learns a special lesson from the ordeal.
ROAD BACK	The hero starts the road back to the ordinary world, armed with the reward of their ordeal.
RESURECCTION	As the shadow chases the hero back to the ordinary world, the hero is tested one final time. They are able to defeat the source of their anguish based on the strength gleaned from their ordeal and are reborn into someone new.
RETURN WITH ELIXIR	The hero returns to the ordinary world, a new being, potentially ready to assume the mantle of mentor to the next adventurer.
ARCHETYPES	
HERO	The protagonist (Simba)
SHADOW	The antagonist (Scar)
MENTOR	A sage who gives advice or gifts (Mufasa, Rafiki)
ALLY	Friend to the protagonist (Timon, Pumbaa)
HERALD	Being who announces the beginning of the quest (Scar)
THRESHOLD GUARDIAN	Obstacle hero must overcome (Hyenas)
TRICKSTER	Being who challenges the status quo with humor, often a kook (Rafiki)
SHAPESHIFTER	Being who changes over the course of the story in the hero's eyes (Nala)
THEMES	What's the story about

STORYLINES	
<i>Scene #1</i>	Title of Scene
Protagonist	Who is driving the scene
Desire	What does the protagonist want
Antagonist	Who opposes the protagonist in getting what they want
TP	The moment where the protagonist gets or doesn't get what they want
Value	What the protagonist's desire represents
Role	Why is this scene important to the overall story
Analysis	Deeper investigation of scene