

### Marty C. Lee's Beat Sheet

	(Add/delete columns as needed)	Character—starting point	Character—starting point	Character—starting point	Character—starting point (or additional beat line for romance, etc.)
10%	Hook (opposite state of end)	Very exciting, at least marginally related to rest of story.	Very exciting, at least marginally related to rest of story.	Very exciting, at least marginally related to rest of story.	Very exciting, at least marginally related to rest of story.
25%	Point of No Return (introduce conflict, world changes, call to adventure. Hero becomes ROLE.)	Can't call off adventure	Can't call off adventure	Can't call off adventure	Can't call off adventure
37%	Pinch 1 (apply pressure, force action, introduce villain) (opt)	Optional to make things worse	Optional to make things worse	Optional to make things worse	Optional to make things worse
50%	Midpoint (move from reaction to action, resolve to solve. Hero learns TRUTH, swears to DEFEAT the VILLAIN.)	Still pretty exciting.	Still pretty exciting	Still pretty exciting	Still pretty exciting
62%	Pinch 2 (More pressure, seems hopeless.) (Opt)	Optional to make things worse	Optional to make things worse	Optional to make things worse	Optional to make things worse
75%	Crisis (Companions fall, Hero left alone.)	In many stories, this is the sad point.	In many stories, this is the sad point.	In many stories, this is the sad point.	In many stories, this is the sad point.
90%	Climax (get what you need to succeed, grasp victory from jaws of defeat. Hero discovers POWER IS IN HIM.)	Most exciting	Most exciting	Most exciting	Most exciting
	Resolution	Ending point for character	Ending point for character	Ending point for character	Ending point for character

Simple Arc=Growth

Complex Arc=Shift

Try & fail at least twice. Demonstrate consequences. Victory should be earned.

Spread out events for good pacing. Line up events for powerful moments.

One sentence tagline summary of book.