EXTERNAL CHARACTER ARC			
1. Opening: 0-15%			
Main characters introduced, world rules established, MC (Hero/heroine/protagonist) baseline – who they are in their world "before" the story			
2. Inciting Incident: 10-15%			
· Protagonist's world changes – normal world is upset			
3. First Plot Point: 25% - End of Act One			
· Protagonist makes a decision to do something as a direct result of the inciting incident			
4. First Pinch Point: 37.5%			
· Get an idea/hint of the antagonistic forces – something is working against the MC			
5. Second Plot Point: 50% - MIDPOINT			
· Shift in protagonist's perspective, their attitude changes from reactive to proactive!			
6. Second Pinch Point: 62.5%			
· Another glimpse of antagonistic forces			
7. Third Plot Point: 75% BEGIN THIRD ACT			
· Crisis – Devastating defeat			
· Dark Moment – protagonist feels that all is lost			
8. CLIMAX			
· protagonist has epiphany and can solve the problem			
· Big battle – showdown between protagonist and main antagonist			
9. Resolution			
· Show how the MC's life is different "after" the story			

INTERNAL CHARACTER ARC			
1.　Opening: 0-15%			
·　Main characters introduced, shown in their present world… NEED/WANT is shown. Have a tangible external goal. Reveal character's wound, hint at misbelief. Shows who they are in their world "before" the story.			
2.　Inciting Incident: 10-15%			
·　Protagonist's world changes – normal world is upset			
3.　First Plot Point: 25% - End of Act One			
Protagonist makes a decision to do something as a direct result of the inciting incident. We see who they could become if they healed their wound.			
4.　First Pinch Point: 37.5%			
·　Antagonistic forces trigger misbeliefs about who they are and what they are capable of.			
5.　Second Plot Point: 50% - MIDPOINT			
·　Protagonist sees who they could be. Must decide to not go back. (Change is hard)			
6.　Second Pinch Point: 62.5%			
·　Wound hammered hard, proof of misbelief			
7.　Third Plot Point: 75% BEGIN THIRD ACT			
·　Crisis – Must overcome misbelief			
·　Dark Moment – protagonist feels that all is lost and can never change			
8.　CLIMAX			
·　protagonist has epiphany and desire to change			
·　Big battle – Confronts what is holding them back and accepts consequences			
9.　Resolution			
·　Show how the MC is different "after" the story, has become their best self			