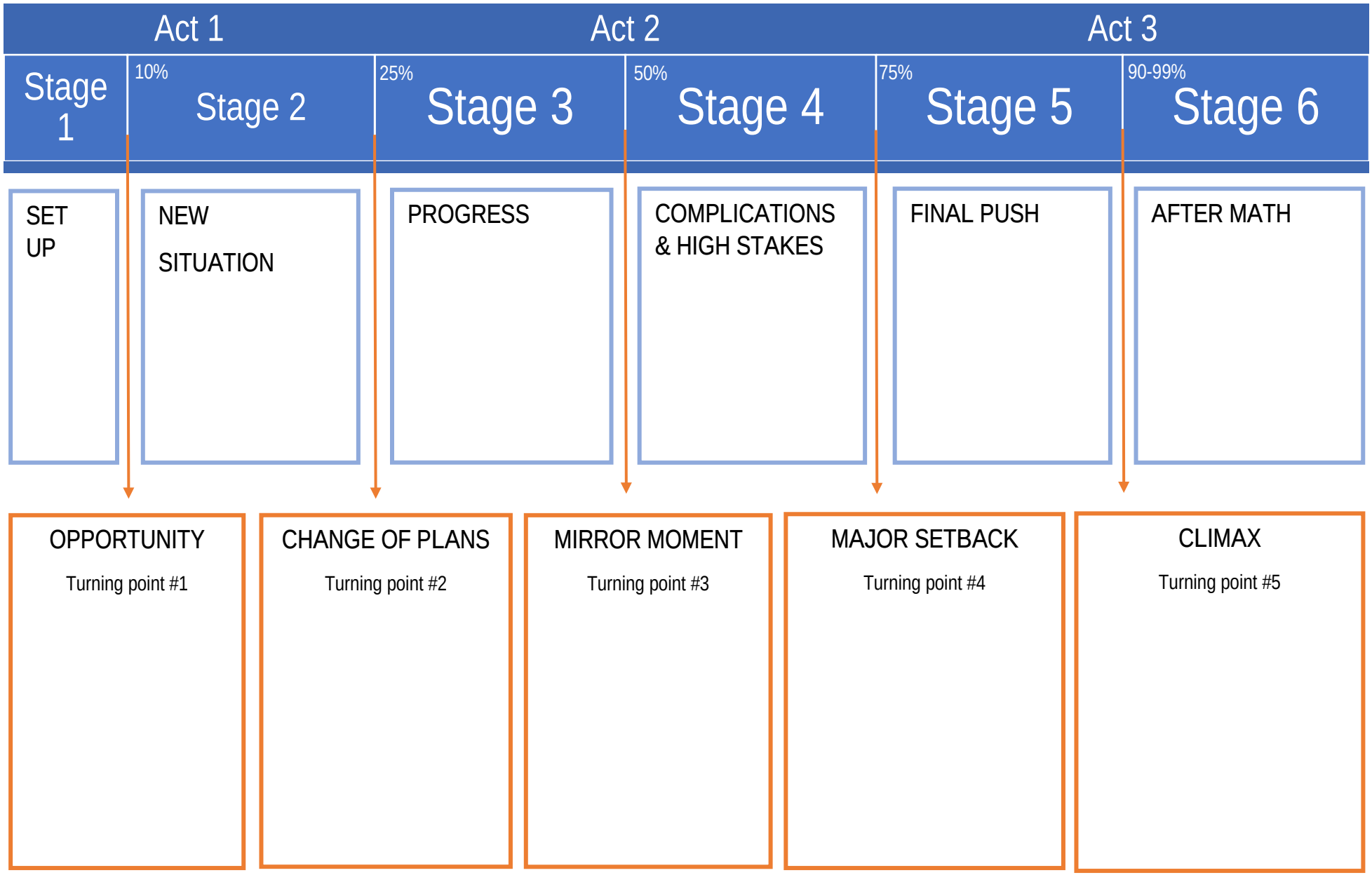
Act 1
Act 2
Act 3
Stage 1
10%
Stage 2
25%
Stage 3
50%
Stage 4
75%
Stage 5
90-99%
Stage 6
SET UP
NEW SITUATION
PROGRESS
COMPLICATIONS & HIGH STAKES
FINAL PUSH
AFTER MATH
OPPORTUNITY
Turning point #1
CHANGE OF PLANS
Turning point #2
MIRROR MOMENT
Turning point #3
MAJOR SETBACK
Turning point #4
CLIMAX
Turning point #5

Act 1		Act 2		Act 3	
Stage 1	10% Stage 2	25% Stage 3	50% Stage 4	75% Stage 5	90-99% Stage 6
SET UP	NEW SITUATION -on a learning curve	PROGRESS -plan for what comes next	COMPLICATIONS & HIGH STAKES -complications hammer the hero and give more to dodge and juggle, but he's holding his own -it's all or nothing	FINAL PUSH -no holding back, no giving up -he's changed by his choices and actions	AFTER MATH -evolved behaviour and actions -inner fulfilment -acknowledges vulnerabilities

OPPORTUNITY

Turning point #1

-crisis, opportunity or challenge

-stakes must be life or death

CHANGE OF PLANS

Turning point #2

-a new complication, development or problem

-intensified desire (higher emotional stakes)

MIRROR MOMENT

Turning point #3

-brushes against death (physical, psychological, professional)

-must look within himself (what's getting in the way?)

-must shed fears, flaws or toughen up

MAJOR SETBACK

Turning point #4

-devastating setback or failure

-odds don't matter (only 1 way forward) must adapt or get creative

-the setback all but destroys the hero making him emotionally volatile and his actions illogical

CLIMAX

Turning point #5

-final and biggest challenge

-winning requires a sacrifice willingly made