



The Five Plot
Points You Need
To Write Your
Story



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Jenny Elder Moke
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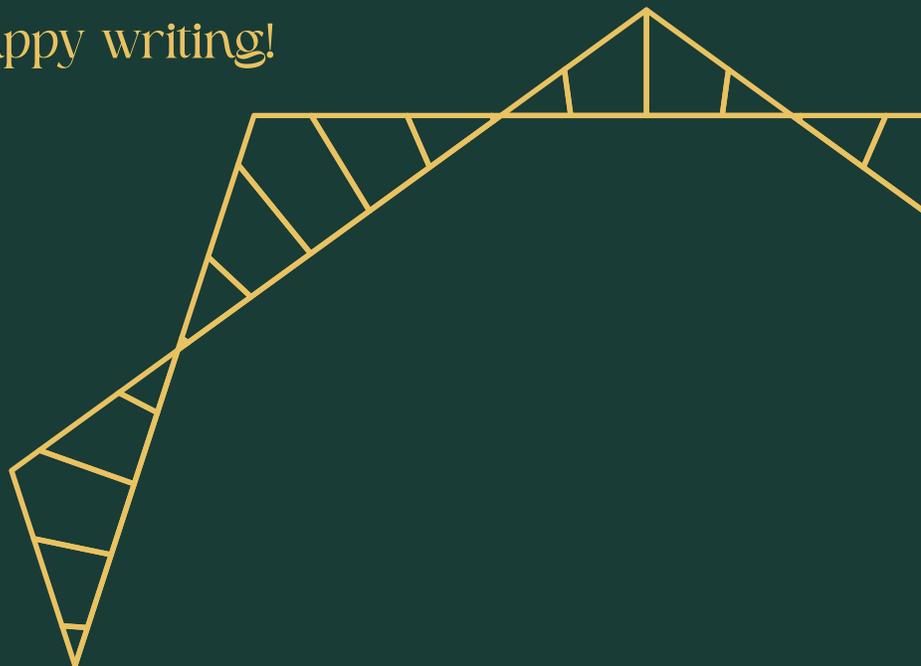
Introduction

Congratulations on starting your story journey. Humans have always needed story to understand themselves and the world around us, and the world needs your story, too.

I'm Jenny Elder Moke, an award-winning author, book coach, and writing teacher. I've traditionally published six books, taught on all aspects of storytelling, and worked with clients to find the heart of their story and build the tools to help them get the job done.

I like to call these five major plot points the "tent pole" moments of your story. They hold up the story from beginning to end, even if the fabric of your story might drag in between. Knowing these five plot points is the key to getting your story done.

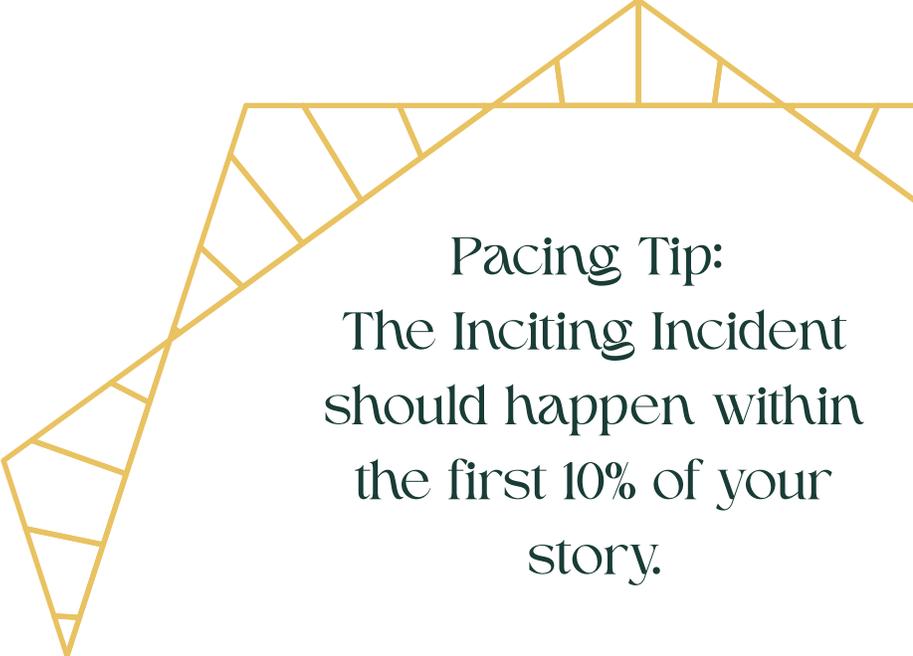
Happy writing!



Inciting Incident

The Inciting Incident is the action that starts off your story. An event that happens to your character that forces them into the story journey.

Often called the “catalyst,” the Inciting Incident interrupts your character’s current life (their Ordinary World) and introduces the coming action of the story world.



Pacing Tip:
The Inciting Incident
should happen within
the first 10% of your
story.

Break Into Act II

The Break Into Act II closes the set-up of Act I and opens the story world of Act II. It involves two parts:

Act I Problem

A problem your main character has to solve, often tied to the Inciting Incident. It raises the stakes for your character, makes the action personal, and proves there is no going back to their Ordinary World until they solve it.

Act II Choice

The action your character decides to take to resolve the Act One Problem. This will drive their choices for most of the narrative, so it needs to be compelling and believable.



Pacing Tip:

The Break Into Act II should happen around the 25% mark of your story.

Midpoint

The middle point of your story, the Midpoint is when the action reverses and your character switches from pursuing an external solution to their problems to recognizing that they have deeper emotional work to do to achieve their goals. The Midpoint is often a mirror of the Climax, but because your character has not done the deeper emotional work yet, they make the wrong choices.



Break Into Act III

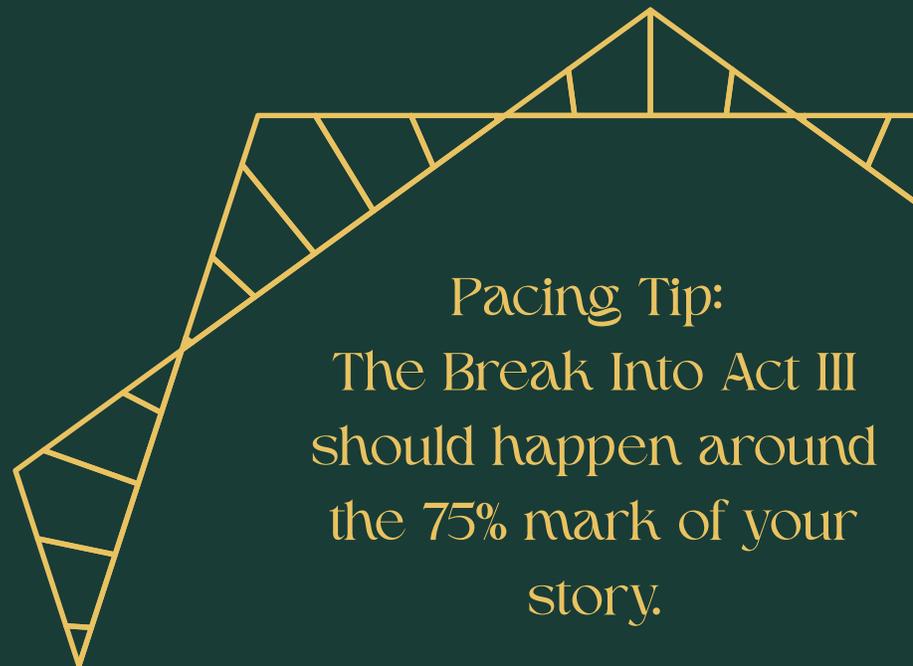
The Break Into Act III closes the action of Act II and sets up the finale in Act III. It involves two parts:

Act II Disaster

Also known as *All Is Lost*/
Dark Night of the Soul, the
Act II Disaster
is rock bottom for your
character. They've lost
everything and it seems
like there's no way out.
Your character must truly
face themselves,
acknowledge the lie they
believe and how it was tied
to the wound from their
past. This is the point
where you fully break them
down, in order to build
them back up into who
they are meant to be.

Act III Plan

When your main
character finally
recognizes and accepts the
emotional work that needs
to be done, takes all of the
lessons they've learned
throughout the story, and
puts everything together to
build a plan to save the day.

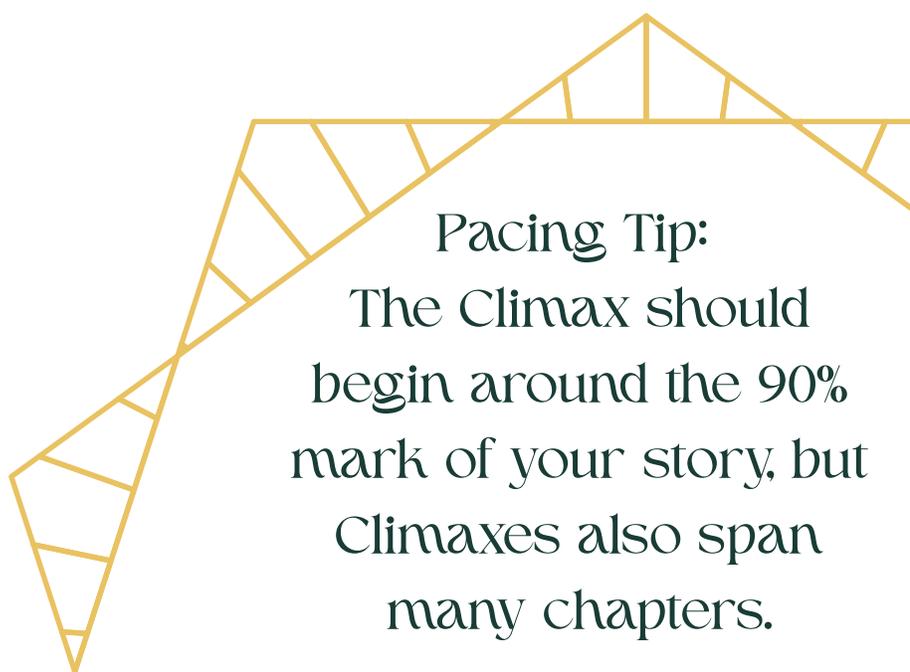


Climax

Everything comes together and blows up.

Your character enters their final ‘battle’ equipped with the lesson they’ve learned (theme) and the knowledge they need (Act III Plan) to achieve their goals.

This is all your hard work as a storyteller, so go big!



Pacing Tip:

The Climax should begin around the 90% mark of your story, but Climaxes also span many chapters.

Ready to Learn More?

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JennyElderMoke.com



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