

| <b>Seven Point Story Structure</b>     | <b>Defined</b>   | <b>Harry Potter Example</b>  | <b>Star Trek Deep Space Nine: The Emissary</b>   | <b>Hero's Journey</b>   |
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| <b>Ice Monstor Prologue (Optional)</b> | <i>Glimpse of the antagonistic force</i>   |  | <i>Opens with the Borg attacking Sisko's ship at Wolf 359 and his wife's death. Big action scene that pulls you in.</i>                                      |   |
| <b>Hook</b>                            | <i>Your character's starting point. Opposite of Resolution</i>   | <i>Harry has a sad boring life.</i>  | <i>Sisko has a miserable life after losing his wife at Wolf 359. He resents being assigned to DS9. Tells Picard he is thinking of resigning.</i>             | <i>Hero has a sad, boring life.</i>   |
| <b>Plot Turn 1</b>                     | <i>The event that sets your story in motion. Your character's world changes.</i>   | <i>Harry becomes a wizard.</i>   | <i>Visits with the spiritual leader of Bajor who shows him the the Orb. Tells him he is the Emissary.</i>  | <i>Hero becomes someone. (A wizard, a jedi, a spy etc.)</i>                       |
| <b>Pinch 1</b>                         | <i>Put pressure on your character from antagonist.</i>   | <i>Harry, Ron &amp; Hermione must fight the troll.</i>   | <i>The Cardassian's show up, park their vessel in orbit of the station so that Sisko cannot freely investigate the orb and his role in Bajor's future.</i>   | <i>A bad guy attacks.</i>   |
| <b>Midpoint</b>                        | <i>Your character moves to action from reaction. He determines he must do something to stop the antagonist.</i>                | <i>Harry learns the truth about the Sorcerer's stone &amp; vows to protect it. Sees Vodemort drinking unicorn blood.</i> | <i>With Odo's help, Sisko and Dax sneak out of the station and take a runabout to find out more about the Orb.</i>   | <i>Hero learns the true about something...the past, his job, his parents etc.</i> |
| <b>Pinch 2</b>                         | <i>Your story takes the ultimate dive. Character is sitting in the jaws of defeat--has lost everything.</i>                    | <i>Harry loses Ron &amp; Hermione to the tests in the dungeon. Must forge on alone.</i>                                  | <i>They get stuck in a wormhole. The aliens eject Dax and keep Sisko.</i>  | <i>The heros allies fall away and he is left alone.</i>                           |
| <b>Plot Turn 2</b>                     | <i>Your character gets or realizes he has the final piece of information to achieve what he set out to do in the midpoint.</i> | <i>Harry sees the stone in the mirror.</i>   | <i>Sisko realizes that he's been stuck at the point of his wife's death when he tries to explain humaoids to the wormhole aliens.</i>                        | <i>The hero discovers he has the power to defeat the antagonist.</i>              |
| <b>Resolution</b>                      | <i>Your character achieves what he set out to do.</i>  | <i>Harry defeats Voldemort.</i>  | <i>The wormhole aliens release Sisko and he stops living in the past, commits to making DS9 a thriving space station. (Tells Picard he isn't resigning.)</i> | <i>Hero defeats the villian.</i>  |

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| <b>Pinch 1</b>                         |  |  |  |  |
| <b>Midpoint</b>                        |  |  |  |  |
| <b>Pinch 2</b>                         |  |  |  |  |
| <b>Plot Turn 2</b>                     |  |  |  |  |
| <b>Resolution</b>                      |  |  |  |  |