



The Moral Premise	
ACT 1	
1. Ordinary World	
2. 10-15 % 77 Call/Inciting Incident First Turning Point	
3. Refusal of the Call	
4. Act 1 CLIMAX 2 nd Turning Point 25% Crossing the first Threshold	
ACT 2	
5. Tests, Allies, Enemies ➤ Learns rules of new world ➤ Tries negative side of MP.	

6. The Moment of Grace (3 rd Turning Point 50%)	
7. Tries the positive	
8. ACT 2 CLIMAX 75% 4 th Turning Point DEATH	
ACT 3	
9. REBIRTH	
10 Final Incident 5 th Turning Point 85%	
11 Fight to the Death	
12 Climax Victory or Death 6 th Turning Point 95%	
13 Life After	

Sequence and terminology is taken from this awesome blog.
<http://moralpremise.blogspot.com/2010/06/story-structure-basics.html#more>