

- 1-9% The Set-up/Status quo: Establish who the protagonist is, as well as the other major characters and what kind of environment the protagonist lives in.
- 5% Theme: What your story is about; the message, the truth. Usually, it is spoken to the main character or in their presence, but they don't understand the truth...not until they have some personal experience and context to support it.
- 10% Inciting incident: The inciting incident is the first thing in the script that propels the protagonist toward the pursuit of their external goal.
- 25% New World: The protagonist sets out to pursue their external goal, and where they begin to try living the kind of life that could truly make them happy
- 50% The Mid-Point: The midpoint can be an event, an incident or even a decision that the protagonist makes, that raises the stakes and puts him/her to a point where there is no return. In the midpoint things need to intensify, otherwise the story would be very boring from now on. That's why at this point the problems have to be renewed, and the stakes need to be raised.
- 75% Major Setback: The protagonist fails at achieving their external goal, usually because the antagonist exposes the protagonist's internal flaw.
- 90% Climax: The hero confronts the villain in one final battle by overcoming their internal flaw.
- 100% End

	Jaws	E.T.	Back to the Future
1-10: Set-Up Status quo	Brody and family are constantly reminded they're outsiders on this island.	Elliott is an incomplete hero and needs someone to help him grow.	Marty is stuck with his lot in life, unable to change it.
5: Theme	Brody: "One man can make a difference."	Michael: "Grow up, man. Think about how other people feel for a change."	Jennifer: "If you put your mind to it, you can accomplish anything."
10: Inciting Incident	The body of Chrissie Watkins is discovered washed up on shore.	Elliott hears noises in the shed. He tosses a ball in, and it comes back.	Marty learns the DeLorean is a time machine.
25: New World (Start of Act II)	Brody reads about sharks.	Elliott lures E.T. into his house.	Marty walks into Hill Valley and realizes he's in 1955
50: Midpoint	Now it's personal: With the threat of his own children being killed, the stakes are raised. Brody's going to have to go out on the water, his greatest fear, and hunt down the shark.	False victory: Elliot figures out that E.T. wants to "phone home," and Elliott makes it his mission to help E.T. "phone home."	False victory: Marty remembers the lightning strike; The stakes are raised as a time clock appears; Doc tells Marty that he must not go anywhere until then, or there will be serious repercussions.
75: All is Lost	The men are stranded, the boat is sinking and the shark is now actively attacking them.	Elliott and E.T. are both sick and dying. Ultimately, E.T.'s heartbeat stops. Elliott is distraught.	Biff gets in the car with Lorraine. Marty gets locked in a trunk. George opens the car door to find Biff.

90: Climax	Water-phobic Brody faces the shark alone on a sinking ship. He manages to kill the shark.	Elliot steals E.T. away from the authorities and rushes him to the forest.	Marty sets the clock back so he can get back to the future in time to save Doc.
100: Ending	The two men paddle back to shore.	E.T. bids farewell to Elliott and sets off for home in his spaceship	Doc, Marty & Jennifer fly to where they don't need roads, where anything is possible

**1-10% – Set-Up / Status Quo:** Establish who the protagonist is, as well as the other major characters and what kind of environment the protagonist lives in. \_\_\_\_\_

**5% – Theme:** What your story is about; the message, the truth. Usually, it is spoken to the main character or in their presence, but they don't understand the truth... until later. \_\_\_\_\_

**10% – Inciting Incident:** The inciting incident is the first thing in the script that propels the protagonist toward the pursuit of their external goal. \_\_\_\_\_

**25% – New World:** The protagonist sets out to pursue their external goal, and where they begin to try living the kind of life that could truly make them happy. \_\_\_\_\_

**50% – Midpoint:** Point of no return. Something should happen here to force the protagonist to commit 100% to accomplishing their external goal. \_\_\_\_\_

**75% – All is Lost:** The protagonist fails at achieving their external goal, usually because the antagonist exposes the protagonist's internal flaw. \_\_\_\_\_

**90% – Climax:** The hero confronts the villain in one final battle by overcoming their internal flaw.

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100% – End: \_\_\_\_\_

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