

Seven Point Story Structure	Defined	Harry Potter Example	Star Trek Deep Space Nine: The Emissary	Hero's Journey
Ice Monstor Prologue (Optional)	<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>	
Hook	<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>
Plot Turn 1	<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>
Pinch 1	<i>Put pressure on your character from antagonist.</i>	<i>Harry, Ron & 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>
Midpoint	<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 & 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>
Pinch 2	<i>Your story takes the ultimate dive. Character is sitting in the jaws of defeat--has lost everything.</i>	<i>Harry loses Ron & 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>
Plot Turn 2	<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>
Resolution	<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>

Seven Point Story Structure				
Ice Monstor Prologue (Optional)				
Hook				
Plot Turn 1				
Pinch 1				
Midpoint				
Pinch 2				
Plot Turn 2				
Resolution				