

## Story Parts Page

The order of these parts vary from one story to the next and each part can be used many times in a single story.

Story Problems are created when a  
Character's Motive is blocked by an obstacle.

1. **Character's Motive:** What does your character want or need? What action(s) does he take to get it?
2. **Story Problem:** What tries to stop him from getting it?  
Obstacles which block a character's motives include:  
tricks, disasters, acts of god or use of force.
3. Does he overcome the obstacle and fulfill his motive or fail? How is he transformed as a result of facing this obstacle?

### Setting

### Character & His Motive

\*He wants/needs...  
so he...

### Encounters

#### Main Character:

- \*meets new character  
or
- \*enters new setting

#### What does he...

- \*see (two eyes glowing)
- \*smell (delicious aroma wafting)
- \*hear (voice hissing)
- \*feel (something tickling his neck)

but...creates  
story problem by  
**BLOCKING MOTIVE**  
with an **OBSTACLE**

#### Obstacles are:

- \*tricks
- \*disasters
- \*acts of god  
(weather, magic, miracle)
- \*use of force  
(physical or political)

To overcome obstacle  
character either  
takes action , talks to/gets  
advice or encounters...

### Character's Action

- \*Tries to get what he wants/needs so he....
- \*attempts/trades/copies..
- \*journeys...
- \*uses skill, ability or talent
- \*plays a trick
- \*sets a trap
- \*uses magic
- \*uses physical or political force
- \*gets help from...character/object
- \*loves, believes, hopes or stands for truth
- \*changes his mind
- \*prays and waits for God to act
- \*gives up or accepts futility and changes
- \*takes advantage of a lucky break

### Dialogue is used for:

- \*expressing strong emotion
- \*telling what the character wants/ doesn't want/needs
- \*expressing a plan for how to get what the character: wants/doesn't want/needs
- \*requesting help from another character
- \*first meetings between characters
- \*conversations overheard to inform the main character of the plans of others
- \*expressing events from one character to another that the writer does not wish to write in length about such as past history
- \*deceiving/intimidating/manipulating another to get what character wants/needs
- \*giving directions                      \*giving advice
- \*giving instructions
- \*showing character's personality traits/age/ gender etc.