

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL GENRE		
	External Genre: Action > Savior		
	External Value at Stake: Life > Unconscious > Neutral > Death > Damnation		
	Internal Genre: Worldview > Education		
	Internal Value at Stake: Meaning > Cognitive Dissonance > Meaningless > Meaningless Masked as Meaning		
	Obligatory Scenes: An inciting attack by the villain, the hero sidesteps responsibility to take action, the hero is forced to leave the ordinary world and lashes out, discovering and understanding the antagonist’s MacGuffin (the villain’s object of desire), the hero’s initial strategy against the villain fails, the hero realizes they must change their approach to salvage some form of victory and reaches an all is lost moment, the hero at the mercy of the villain scene where their gifts are expressed, the hero’s sacrifice is rewarded. See E6CQ for how these scenes are met.		
	Conventions: Three clearly defined roles - hero, victim, and villain, the hero’s object of desire is to stop the villain and save the victim, the power divide between the hero and the villain is very large (the villain is far more powerful than the hero), a speech in praise of the villain, and other subgenre specific conventions. See E6CQ for how these conventions are met.		
	Point of View: Third Person Limited from the alternating POV of Celaena, Chaol, Dorian, and Kaltain		
	Objects of Desire: Celaena wants to win her freedom by becoming the King’s Champion. She needs to accept her true identity instead of hiding behind the mask of “Adrian’s Assassin.” She also needs to accept that not everyone is wholly good or wholly bad.		
	Controlling Idea/Theme: Survival is possible when we’re brave enough to stand up for what’s right, when we allow our gifts to be expressed, and when we accept others who do the same (even if we disagree).		
BEGINNING HOOK		External Charge	Internal Charge
	Inciting Incident (coincidental): A strange man arrives at the Endovier Salt Mines and asks to speak with the renowned assassin, Celaena Sardothien.	-	-
	Turning Point Progressive Complication (revelation): Prince Dorian asks Celaena to come to the capital and participate in a tournament to become the “King’s Champion.” If Celaena wins, she will also be granted her freedom in four years.	+	+
	Crisis (best bad choice): Should Celaena accept the invitation to participate in the tournament even though she hates the King and wants nothing to do with him? Or should she refuse and continue her wretched life as a slave in the salt mines?	?	?
	Climax: Celaena agrees to go to the capital and participate in the tournament.	-	-
	Resolution: Celaena leaves the salt mines with Prince Dorian and Chaol, and heads to the capital. She feels confident about her chances in the tournament.	+	+
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (coincidental): One of the other competitors is murdered.	+	+
	Turning Point Progressive Complication (revelation): Celaena realizes the beast killing the other champions is a ridderack and that it’s being summoned into this world to steal power and strength from the other competitors. She wonders if her friend, Nehemia, is the one controlling the ridderack because she hates the King.	-	-
	Crisis (best bad choice): Should Celaena try to catch Nehemia in the act and risk being killed? Or should Celaena bring her suspicions to Chaol or Dorian’s attention and risk losing her best friend?	?	?
	Climax: Celaena decides to confront Nehemia, but finds Cain controlling the ridderack instead. The ridderack bites Celaena, but she kills it and escapes.	-	-
	Resolution: Celaena feels shame at having suspected Nehemia of doing something so terrible. She also feels worried (for the first time) about facing Cain in the duel.	--	--
ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident (causal): One of the competitors, Nox, leaves the castle which automatically puts Celaena in the final four.	-	-
	Turning Point Progressive Complication (revelation): In the final duel, Celaena starts to get dizzy and hallucinate. She realizes that she’s been poisoned and that she no longer stands a real chance against Cain.	--	--
	Crisis (best bad choice): Should Celaena surrender and let Cain win (and risk going back to Endovier which means sure death)? Or should she try to figure out a new way to beat Cain (and risk death anyway)?	?	?
	Climax: Celaena decides that she wants to try to stop Cain, Duke Perrington, and the King even if that means dying anyway. She beats Cain with the help of Elena’s spirit, the gods, and the support of her friends.	+	+
	Resolution: Celaena is named the King’s Champion. She hates that she has to work for the king, but has gained respect for herself in a whole new way. She also has friends, and meaning, in her life for the first time in a long time.	+	+

