

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

	GLOBAL GENRE		
	External Genre: Action > Duel > Revenge		
	External Value at Stake: Life - unconsciousness - death – damnation		
	Internal Genre: Morality > Redemption > Reform		
	Internal Value at Stake: Selfishness – Altruism		
	Obligatory Scenes: 1. An inciting attack by the villain. 2. Hero sidesteps their responsibility to take any action. 3. Forced to leave the ordinary world, the Hero lashes out. 4. Discovering and understanding the antagonist’s MacGuffin (villains object of desire). 5. The Hero’s initial strategy against the villain fails. 6. Realizing they must change their approach to salvage some form of victory, the Hero reaches All is Lost Moment. 7.The Hero at the Mercy of the Villain scene: the central event of the action story, what the reader is waiting for. Hero’s gift is expressed in this scene. 8. The hero’s sacrifice is rewarded		
	Conventions: 1. Hero, Victim, Villain must be clearly defined. The protagonist must be a Hero. 2. The Hero’s object of desire is to stop the villain and save the victim. 3. he Power divide between the hero and villain is very large. The villain is far more powerful than the hero. 4. Speech in praise of the villain. 5. Sub-genre specific conventions: Action Duel: Person Against Person. Revenge: Hero Chases villain.		
	<i>Please see The Editor’s 6 Core Questions for more details.</i>		
	Point of View: Using free indirect style, Michael Punke allows for many characters to have a point of view. But we mostly experience the story through Hugh Glass.		
BEGINNING HOOK	Objects of Desire: Conscious External Want: Hugh Glass wants to get revenge by killing Fitzgerald and Bridger. Subconscious Internal Need: Glass needs a spiritual awakening/transcendence to remind him of who he is and to help him release his self-absorbed drive for revenge <i>Please see The Editor’s 6 Core Questions for more details.</i>		
	Controlling Idea/Theme: Life is preserved when the hero surrenders his ego allowing for divine intervention rather than human retaliation.		
		External Charge	Internal Charge
	Inciting Incident (Causal): A couple of Arikara Indian attacks force Captain Henry and his men to travel up the Grand and not the Missouri. With a significant amount of men killed and horses stolen, their journey is more treacherous.	-	
	Turning Point Progressive Complication (Action): Hugh Glass is mortally wounded by a Grizzly bear attack. He goes unconscious.	-	
	Crisis (Irreconcilable Goods): Do the men keep carrying the unconscious Glass up the Grand, risking their own lives and not gathering enough food for the upcoming winter, or do they leave him to die?		
	Climax: Captain Henry offers to pay any two men handsomely to stay behind with Glass until he dies, give him a proper burial, and then catch up with them later. Fitzgerald and Bridger are the only volunteers. They stay and the other men move on.	-	+
	Resolution:	-	-

	Glass comes out of his coma to find Fitzgerald and Bridger are leaving him to die alone after stripping him of his weapons, despite his pleading eyes for them to leave his gun. They don't. Hugh Glass swears revenge to kill them both.		
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (causal): When his fever breaks Glass can crawl.	-	
	Turning Point Progressive Complication (Action): After days of eating plants and crawling, Glass sees a pack of wolves take a buffalo calf down. Without meat he will die. They have meat.	+	
	Crisis (Best Bad Choice): Should Glass challenge the pack of wolves for their kill and risk his life or should he stay safe but most likely starve and die anyway?	-	
	Climax: Glass is going to die no matter what, so he challenges the wolves for their meat. He manages to get up on his knees and threatens/ burns them with fire.	+	
	Resolution: The wolves back off. Glass's body rapidly heals from eating two weeks-worth of jerky that he made from the meat. Now Glass can walk and to get to Fort Brazeau where Kiowa sets him up with food and a rifle to continue his plan of revenge.	+	
ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident (causal): Glass finds Captain Henry and crew. Fitzgerald has left, so Glass attacks Bridger, but he can't kill the boy. It's not satisfying or right. He leaves to find Fitzgerald.	+	+
	Turning Point Progressive Complication (Action): When Glass reaches Fort Atkinson, he is informed by Major Constable that Fitzgerald has enlisted to escape jailtime for a stabbing. Glass needs to settle his score, but the best Constable can do is to call a military trial for the theft of the Anstadt. Fitzgerald is so adept at twisting facts and lying that Glass becomes so vexed as to pull a gun out and shoot him - only wounding Fitzgerald's shoulder. Glass is put in a holding cell to face his own criminal charges.	-	-
	Crisis (Best Bad Choice): Glass is released only upon the good word of Kiowa Brazeau who gives Glass back his gun. Still obsessed with revenge, Kiowa challenges him: revenge has kept him alive and forced him to recover, but should he continue to pursue it given that it is now taking away his freedom: psychological, spiritual, and physical? Should he let go of his revenge and let a criminal go free, but also free his mind and body or should he continue to play God and stay locked up and broken from unrequited revenge?		
	Climax: Glass contemplates the question. He takes a walk in the beautiful night under the night-sky and ponders other mystical queries he has about nature and divinity.	+	+
	Resolution: Glass remembers that he is not the one to mete out punishment for other men's foibles. Gratitude and bliss fill him as he lets go of his troubles and basks in the glory of "God's" creations. He spiritually awakens/transcends to the life that he came here for: altruistic, meaningful, and reverent.	+	+