

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL GENRE			
External Genre: War - Brotherhood			
External Value at Stake: Honor/Disgrace			
Internal Genre: Worldview – Revelation/Maturation			
Internal Value at Stake: Ignorance/Wisdom			
Conventions: 1) One central character with offshoot characters that embody a multitude of that character's personality traits. 2) Big Canvas. 3) Overwhelming odds. 4) A clear point of no return moment, when combatants accept the inevitability of death. 5) The sacrifice for brotherhood moment (See editor's 6 core questions for how these are met). Obligatory Scenes: 1) An inciting attack. 2) Protagonists deny responsibility to respond. 3) Forced to respond, the protagonists last out according to their positions on the power hierarchy. 4) Each character learns what the antagonist's object of desire is. 5) Protagonists' initial strategy to outmaneuver antagonist fails. 6) Protagonists, realizing they must change their approach to attain a measure of victory, undergo an all is lost moment. 7) The Big Battle Scene: the core event of the War story and what the reader is waiting for. This is the moment when the protagonist's gifts are expressed or destroyed. 8) The protagonists are rewarded with at least one level of satisfaction (extrapersonal, interpersonal, or intrapersonal) for their sacrifice (See editor's 6 core questions for how these are met).			
Point of View: First person			
Objects of Desire: Patroclus want to stay with Achilles and keep them both alive			
Controlling Idea/Theme: War lacks meaning when tyrannical leaders heed only their own pride and dishonor soldiers' sacrifices.			
		External Charge	Internal Charge
	Inciting Incident (causal) Patroclus is exiled from his home kingdom and is taken in by King Peleus where he becomes Achilles sworn companion.	-	-
	Turning Point Progressive Complication (Act): Achilles' mother, Thetis, a goddess, hates Patroclus and warns him to stay away.	-	-
	Crisis (BBC): When Achilles leaves for his warrior training, Patroclus must decide whether to pursue and join Achilles, risking retaliation by Thetis, or resume a meaningless existence without Achilles.	?	?
	Climax: Patroclus joins Achilles.	+	+/-
	Resolution: Patroclus and Achilles become committed companions and lovers.	-	+
		External Charge	Internal Charge
	Inciting Incident (causal): Patroclus and Achilles go to battle in the Trojan War.	+	-
	Turning Point Progressive Complication (Act): The war drags on and there is a prideful standoff between Achilles and Agamemnon. Achilles withdraws from battle and Patroclus learns soldiers are losing respect for Achilles.	--	-
	Crisis (BBC): Patroclus must decide if he can bear the casualties of Achilles' lack of action, and risk letting Achilles lose his honor, or do everything he can to get Achilles to fight again.	?	?
	Climax: Patroclus begs Achilles to fight, including asking him to fight for their love.	+	+
	Resolution: Achilles does not relent. Patroclus persuades Achilles to loan Patroclus his recognizable armor.	+	+
		External Charge	Internal Charge
	Inciting Incident (causal): Patroclus rides out valiantly in Achilles' armor and is killed by Hector.	+	+
	Turning Point Progressive Complication (Act): Achilles kills Hector and then fights with no armor until he dies.	+/-	-/+
	Crisis (IG): When Pyrrhus won't allow Patroclus' and Achilles' ashes to be interred together, Patroclus must decide whether to continue his hate for Thetis or share his love and mourning of Achilles with her.	?	?
	Climax: Thetis realizes how much Patroclus also loved Achilles and add Patroclus' name to Achilles' monument.	+	+
	Resolution: Patroclus' and Achilles' souls are joined in the afterlife.	+	+

