3	
NOVEL PLANNER FOR:	
	~
BY:	
	-
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WRITE YOUR

Story

Die Paren	ride.
	Genre:
	Sub-Genres:
3	
8	Tags:
No.	
B	Narrator:
	Theme(s):
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	Main Story Idea:
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- Character -

789 Q	——— Character
	Name:
	Archetype:
	Sex:
200	Apparent Age:
8	Build (height/weight):
8	Palette (eye, hair, skin color):
-00	Distinguishing traits:
	Habits and Mannerism (physical / speech patterns):
9 1	
9 14	
	Style and distinctive elements of their look:
S VIVE	7,
7	Physical Description (it should include all previous points):
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- Character -

No.	
	Character Education/Intelligence:
A. C.	Mental illnesses:
8	How they see themselves:
	How they believe others see them:
	Self-confidence:
	Introvert or Extrovert:
	Emotional or Rational:
200	Spiritual or Concrete:
A CO	Generous or Egoist:
	Judgmental or Laissez-faire:
A	Polite or Rude:
	Greatest Fear:
	Greatest Source of happiness:
1	
	Values (self-evident beliefs):
	Ambition (abstract objective):
Sign .	Goal (concrete objective):
	Lie(s) they believe in:
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---- Character ----

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	——— Character
Section 1	Reaction to sadness:
	Reaction to fear:
-@	- Medicin to real.
	Reaction to conflict:
	Reaction to change:
	Reaction to loss:
	Reaction to anger:
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A	Emotional Description (it should include all previous points):
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Character -

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Other charac	ter:	
Relationship:		
Other charac	ter·	
Relationship:		
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Relationship:	<u> </u>	
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Character

200	Tharacter Tharacter
1988	Pyramid of Needs/Motivations
	To have needs/motivation at one level, the previous levels needs to be fulfilled. You
	don't need to fill every one. If a need is fulfilled and the character has no further
2	motivation at that stage, just write "fulfilled".
S	Deficiency (The more these needs are fulfilled, the least they represent a motivation)
18°	Physiological (e.g. air, food, sex, sleep, etc.):
	Safety (e.g. security, order, etc.):
4	
200	Love and belongingness (e.g. friendship, intimacy, trust, etc.):
Ma	
A	Esteem (e.g. dignity, achievement, prestige, etc.):
1	
	Growth (The more these needs are fulfilled, the more they represent a motivation)
	Cognitive (e.g. knowledge, exploration, meaning, etc.):
A V	
	Aesthetic (e.g. beauty, form, etc.):
V	
1000	Self-actualization (e.g. self-fulfillment, personal growth, etc.):
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The long	
	Transcendence (mystical/religious, pursuit of science, service to others, etc.):
	2
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DRAW YOUR

Setting Name: Description: Weather Condition / Season: Effect of the season on the setting: Sensory Inputs (adjectives) Sight: Sound: Smell: Touch:



Taste:

Feelings/Impressions:

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DRAW YOUR

Setting

Taxas	
	Setting
2 Be	From the point of view of each of your characters
	Character Name:
Sept.	Special relationship with the place:
-66 22.,	
	Feeling there they are here:
	Memory or emotion evoked by the place:
	Kind of life they have in this place (professional, family, etc.):
VO	Favorite spot:
V	Secret places:
,	
	Places avoided:
	Memories triggered:
N A	Happiest moment:
	Тирргезс тотеле.
	Saddest moment:
V	
Who -	Conflicting feelings about the place:
100 Sec.	
F Kee	Changes since last visit:
	Feelings about the changes:
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	ACT I		
	Description of what happens:		
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	Setup		
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-	Mood/Tone:		
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	Hook/Catalyst/Inciting incident:		
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	Turning point:		
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P.V			
Low	Stakes:		
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	ACT II (before midpoint)
	Description of what happens:
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	Mood/Tone:
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VA	Subplots:
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	Causes of conflict:
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	Rising action:
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and the same	Midpoint (Temporary/Fake triumph):
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Plot

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	Description of what happens:
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(S) (S)	Mood/Tone:
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	Rising action:
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	Decisions leading to the darkest hour:
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	Darkest Hour:
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	Subplots:
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	Description of what happens:
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	Final obstacle:
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	Mood/Tone:
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	Subplots:
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P. P. D.	Closing feeling/mood:
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See Configuration	
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Plot

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	Plot
19.00 Be	Promises, payoffs, loose ends
20	Foreshadow of the midpoint (temporary triumph):
	- Total and the image in the im
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	Foreshadow of the darkest hour:
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P. A.	
3	Foreshadow of the final triumph:
	4
13	Closure for the protagonists:
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Lon	Closure for the antagonists:
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	Plot
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	Other promise and relative payoff:
	Other promise and relative payoff:
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	Other promise and relative payoff:
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	Other promise and relative payoff:
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F CO	Other promise and relative payoff:
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PLAN YOUR

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J. Be	Scene Number:		
	Scene Content:		
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A	Scene Number:		
	Scene Content:		
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PAINT YOUR

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Scene Number: POV: Scene Purpose: Setting: Character: Character Objective: Character: Character Objective: Character: Character Objective: Character: Character Objective: Mood/Tone: Scene Content: Sensory Inputs (adjectives) - Sight: - Sound: - Smell: - Touch: - Taste: Feelings/Impressions: Promises made:	-		(/	
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- Sight: - Sound: - Smell: - Touch: - Taste: Feelings/Impressions: Promises made:		•		
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- Smell: - Touch: - Taste: Feelings/Impressions: Promises made:				
- Touch: - Taste: Feelings/Impressions: Promises made:				
- Taste: Feelings/Impressions: Promises made:				
Feelings/Impressions: Promises made:	F			
Promises made:	Mag.			
Promises fulfilled:	Lew	7 Tomises made.		
Promises fulfilled:		Duamiasa fulfilladı		
	TO THE	Promises fulfilled:		
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Month: Year: Month's Goal:

Initial Wordcount:

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday	Week
	Target:	Target:	Target:	Target:	Target:	Target:	Target:	Target:
	Count:	Count:	Count:	Count:	Count:	Count:	Count:	Count:
_	Target:	Target:	Target:	Target:	Target:	Target:	Target:	Target:
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	Target:	Target:	Target:	Target:	Target:	Target:	Target:	Target:
9	Count:	Count:	Count:	Count:	Count:	Count:	Count:	Count:
A	Target:	Target:	Target:	Target:	Target:	Target:	Target:	Target:
	Count:	Count:	Count:	Count:	Count:	Count:	Count:	Count:
	Target:	Target:	Target:	Target:	Target:	Target:	Target:	Target:
	Count:	Count:	Count:	Count:	Count:	Count:	Count:	Count:

What am I proud of? / What can I improve?

