NOTE: To adapt to the NOTECARD METHOD, write each answer from the outlined boxes on individual cards.

Theme Storyboard

Viewpoint Character	MC 1	MC 2
THEME-Source of internal conflict? What event will introduce the theme?	What's my point?	What's my point?
PROBLEM-What event has forced MC to take action?	What HAPPENED to MC 1?	What HAPPENED to MC 2?
DESIRE/GOAL-What does MC think will solve the problem? What event will introduce the GOAL?	MC 1 WANTS…	MC 2 WANTS…
MISBELIEF-How does your MC view the world incorrectly? What lies have they told themselves or others? What event will introduce the Misbelief?	MC 1 BELIEVES…	MC 2 BELIEVES…
WOUND-What great fear or secret is keeping them from achieving that desire? What event will introduce the WOUND?	MC 1 is HURT because …	MC 2 is HURT because…
PAST EXPERIENCE #1-What happened in my MC's past that created that misbelief?	MC1 TRIED to…	MC2 TRIED to…
PAST EXPERIENCE #2-What happened in my MC's past that built that misbelief?	MC1 TRIED to…	MC2 TRIED to…
PAST EXPERIENCE #3-What happened in my MC's past that cemented that misbelief?	MC1 TRIED to…	MC2 TRIED to…
Given my MC's misbelief, what does my MC think is the worst thing that could happen? (CONFLICT)	MC 1 would be devastated if…	MC 2 would be devastated if…
Moment when internal struggle ends. Event where MC learns the Misbelief is False (pre-write)?	MC 1's EPIPHANY happens when…	MC 2's EPIPHANY happens when…

Instructions:

What point do you want your story to make? That's the source of your protagonist's internal conflict.

Notice that we are planning EVENTS right away--something that will happen in your story.

Every internal conflict needs to be shown by an EVENT.

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Just because you know what would devastate your character, doesn't mean it has to happen. Your MC might only worry about that possible EVENT.

If you're a pantser and your brain doesn't want to write the story if it's planned out and "finished," then DON'T plan your Epiphany. Just leave the EVENT part blank (ie. MC 1's EPIPHANY happens when…I figure it out).

NEED-What lesson does MC need to learn? What event will show that MC has changed?	MC 1 NEEDS to learn that...	MC 2 NEEDS to learn that...

Conflict Storyboard

Now that you've planned your internal conflicts, map them into your Conflict Storyboard. Some of the EVENTS from your Theme Storyboard will be duplicated below in the Person vs. Self columns.

Conflict Type	Person vs. Self	Person vs. Self	Person vs. Person	Person vs. Society	Person vs. Supernatural	Person vs. Nature
General Conflict	MC 1 v His/Herself	MC 2 v His/Herself	MC 1 v MC 2	MC 1 v the...	MC 1 v the...	MC 2 v the...
Specific Conflict (OBJECTIVE, BUT CONFLICTING PROBLEM)						
Objective Introduced						
Conflicting Problem Introduced						
First Attempt to Resolve						
Conflict Discussed						
Second Attempt to Resolve - Deepen						
Conflict Discussed						
Third Attempt to Resolve - Broaden						
Conflict Discussed						
Solution						
Solution Discussed						

Brainstorm all the possible conflicts in your story. Remember the types of conflict: Person v Self, Person v Person, Person v Nature, Person v Technology, Person v Supernatural, Person v Society, Person v God. Potentially, every character in your story needs to face some conflict. The more characters, the more conflicts.
State each conflict in the format "Objective, But Conflicting Problem."

What EVENT will introduce the Goal or Objective? In the case of internal conflicts (Person v Self), you will already have listed it in your Theme Storyboard.
What EVENT will introduce the Conflicting Problem? In the case of internal conflicts (Person v Self), you will already have listed it in your Theme Storyboard.
Every attempt to resolve the problem and acheive the goal, needs to happen in an EVENT.

Your MC needs to REACT, realize the DILEMNA, and DECIDE what to do next.
The problem needs to have worsened, affecting your MC more. Your MC needs to try harder, spending more time and energy.
Your MC needs to REACT, realize the DILEMNA, and DECIDE what to do next.
The problem needs to have worsened, affecting more people. Your MC needs to try even harder to resolve.

Your MC needs to REACT, realize the DILEMNA, and DECIDE what to do next.
Once you plan your Solution, don't forget to resolve the conflict by REACTing and DISCUSSing.