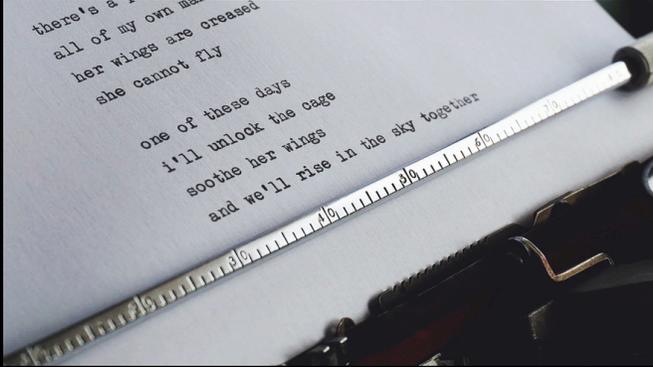


# THE 3-POINT STORY GUIDE



RAKHEE ROX

# The 3 Points

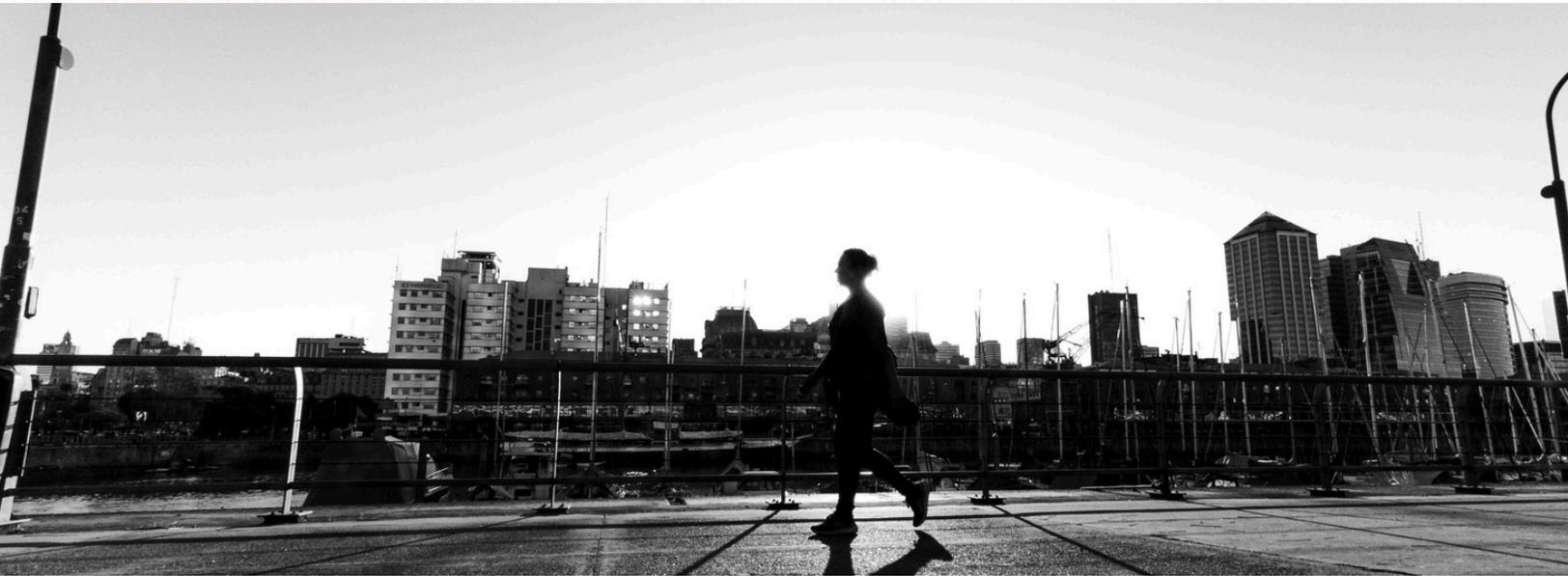
Plot

Character

World

# PLOT

## WHAT IS CHANGING?



It is a record of transformation.

Something must shift by the end whether it's power, identity or emotional truth.

Effective stories establish instability early. They introduce pressure, then follow its consequences to their logical conclusion.

**Complexity  
without  
consequence is  
decoration.**

**Change is the  
point.**

# Section 1

## SETTING YOUR PLOT

Key Questions to Ask Yourself:

What is unstable at the beginning?

THOUGHTS

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- 

What condition forces movement?

THOUGHTS

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- 

What consequence makes going back impossible?

THOUGHTS

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- 
- 
-

# CHARACTER WHO IS RESISTING THAT CHANGE?



Compelling characters are defined less by ambition than by avoidance. They move toward what they want while instinctively protecting what they cannot afford to lose.

Desire creates momentum. Resistance creates tension. The most interesting conflict lives between the two.

**Characters do not  
need to be likable.**

**They need to feel  
real.**

# Section 2

## KNOW YOUR CHARACTER

Key Questions to Ask Yourself:

What belief anchors their self-image?

THOUGHTS

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- 

What truth would destabilize them if confronted too soon?

THOUGHTS

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What contradiction governs their behavior?

THOUGHTS

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-

# WORLD

## WHAT RULES ENFORCE THE STAKES?



A story's world is not just an atmosphere. It's a system. Every world rewards certain behavior and punishes others, often unevenly.

When the rules of the world apply pressure, character choices carry weight.

When they do not, nothing feels earned.

**The world should  
complicate the  
story, not simply  
contain it.**

# Section 3

## LIVE IN THE WORLD

Key Questions to Ask Yourself:

Who holds power? Who believes they do?

THOUGHTS

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What behavior is encouraged/discouraged?

THOUGHTS

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What is the cost of breaking the rules?

THOUGHTS

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-



## Section 4

# ACTION STEPS

Strong storytelling relies on restraint. It trusts the reader to notice shifts in power, to sense emotional consequence and to sit with ambiguity.

### **1** Begin at the point of imbalance.

Open where something essential is already unsettled either emotionally, socially, or psychologically. Orientation can wait. Momentum cannot.

### **2** Escalate through consequence, not complication.

Each scene should narrow the character's options. The story moves forward not because more happens, but because less remains possible.

### **3** End when the cost becomes clear.

A story concludes not when events stop, but when the consequence of change (or refusal) is fully felt.

