



# HIGH IMPACT STORYTELLING ABS MODEL

\_\_\_\_\_ is \_\_\_\_\_ and has the goal of  
(MAIN CHARACTER) (LIVING EVERYDAY LIFE EXPERIENCE)

\_\_\_\_\_. If this is accomplished, then \_\_\_\_\_.  
(INITIAL GOAL) (BENEFITS OF GOAL / STAKES)

But then, \_\_\_\_\_ occurs. This makes \_\_\_\_\_ feel  
(INCITING INCIDENT) (MAIN CHARACTER)

\_\_\_\_\_.  
(NEGATIVE EMOTIONS)

\_\_\_\_\_ tries to overcome the obstacle but struggles to do it alone.  
(MAIN CHARACTER)

This increases stress because the goal has to be reached by \_\_\_\_\_.  
(SPECIFIC DEADLINE)

At the low point, \_\_\_\_\_ meets \_\_\_\_\_ who provides  
(MAIN CHARACTER) (THE GUIDE)

\_\_\_\_\_.  
(NAME OF SOLUTION)

\_\_\_\_\_ implements \_\_\_\_\_ and after initial struggles, begins  
(MAIN CHARACTER) (SOLUTION)

to experience success and eventually accomplishes the initial goal by \_\_\_\_\_.  
(DEADLINE)

Because of this success, \_\_\_\_\_ is living \_\_\_\_\_, feeling  
(MAIN CHARACTER) (NEW LIFE)

\_\_\_\_\_ and now knows \_\_\_\_\_.  
(NEW POSITIVE FEELINGS) (WISDOM GAINED)