

HIGH IMPACT STORYTELLING ABS MODEL

is		ar	nd has the goal of
(MAIN CHARACTER) is	(LIVING EVERYDAY L	LIFE EXPERIENCE)	G
If this i	s accomplished, then _		
(INITIAL GOAL)		(BENEFITS OF GOAL	/ STAKES)
But then,(INCITING INC	occurs. This r CIDENT)	makes (MAIN CHARA	CTER)
(NEGATIVE EMOTIONS)			
(MAIN CHARACTER)	ries to overcome the o	bstacle but struggles	to do it alone.
This is increases stress b	ecause the goal has to	be reached by(SPE	CIFIC DEADLINE)
At the low point,(MAIN	meets _ CHARACTER)	(THE GUIDE)	ovides
(NAME OF SOLUTION)	•		
(MAIN CHARACTER)	mplements(SOLUTIO	and after initial str	uggles, begins
to experience success ar	nd eventually accompli	shes the initial goal by	(DEADLINE)
Because of this success,	(MAIN CHARACTER)	is living(NEW LIFE)	_, feeling
(NEW POSITIVE FEELIN	and now knows		_•
(NEW POSITIVE FEELIN	1GS)	(WISDOM GAINED)	

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