



Exercise Six – The First Act

As in any type of character arc, the Corruption Arc's First Act must be spent developing both the Truth and the Lie. Whenever either the Truth or the Lie is on stage, the other is there as well, if only by reflection. Answer the following questions to help you.

How can you demonstrate what is at stake for the protagonist to lose if she were to succumb to the Lie?

Is the character immediately cognisant of the Lie's temptation?

- Yes
- No

If not, how will she grow into an awareness of its apparent benefits and the possibility of pursuing it over the course of the First Act?

If the character is aware of the Lie, why has she been able to resist engaging with it up to this point?





Name three ways you will continue to reinforce the Lie or introduce more of its facets throughout the First Act:

1. _____
2. _____
3. _____

What specific weakness makes your protagonist susceptible to the Lie?

Even if this trait isn't yet fully developed, how can you hint right from the beginning that the seed is there?

What Inciting Event will be the Call to Adventure that first brushes your character against the main conflict?

How will this Inciting Event set up the character's entry into the Adventure World of the main conflict in the Second Act?





Does the Inciting Event initially seem:

- A good thing**
- A bad thing**

How will the Call to Adventure initially be met with resistance or refusal?

Will the protagonist be the one to initially reject the Call to Adventure, or will someone else try to reject it for her?

How long will it take the protagonist to stop resisting?

- Entire rest of the First Act up to the First Plot Point**
- Shorter period ending with what event _____**

How does the Inciting Event change the protagonist's awareness of and attraction to the Lie, in however small or subconscious a way?

What will the protagonist decide to do about the Call the Adventure at the Inciting Event?

