



CHARACTER ARC PROGRESSION EXAMPLE:

Marlin (*Finding Nemo*)

When it comes to poignant character elements, none are quite as formative as the wounding event. It generates crippling fears, changes the way the character views himself and the world, and spawns unhealthy coping mechanisms that do more harm than good—all of which results in someone who is stuck in dysfunction, with contentment and fulfillment perpetually beyond their grasp. This is where your story, and the character's arc, begins.

But what, you might ask, does the wound have to do with character arc? How does it all fit together? Allow us

to introduce the Character Arc Progression tool—a streamlined flowchart that uses the wound and its aftereffects to help you figure out what basic need your character is missing because of the wounding event, the story goal they'll pursue in order to fill that lack, likely sources of conflict to impede their progress, and much more. Using the questions below, start anywhere on the flowchart and fill in the missing pieces as you discover them. If you get stuck, [The Emotional Wound Thesaurus Tutorial](#) can help you see how the different elements work together, and the [thesaurus](#) itself is a good brainstorming tool for coming up with possible wounding events. For an example of how this tool can be used, see the sample below. You can also click [here](#) for your own blank template.

