# Blank scene cards: WANT · BLOCK · TURN · HOOK

A scene earns its place when someone wants something, something blocks it, the situation turns, and the reader is pulled forward. Fill one card per scene. If you cannot fill a line, the scene may not be ready to write.

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|---|---|
| **WANT (what does the character want in this scene?)** | |
| **BLOCK (what stands in the way?)** | |
| **TURN (what changes?)** | |
| **HOOK (what pulls the reader onward?)** | |

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