# The One-Page Novel Plot Outline

ACT I: ORDINARY WORLD (START WITH LACK)

## 1 Really Bad Day

*Ordinary* world, empathy, conflict. Show flaw and lack. **Want, Problem, Need.**

## 2 Something Peculiar

Something unique or strange happens, but they dismiss it.

## 3 Grasping at Straws

Trying to regain control of ordinary world but setbacks mount.

* INCITING INCIDENT (call to adventure)

## 4 Call to Adventure

*Something extraordinarily different happens, they can’t ignore. Major setback.*

## 5 Head in Sand

*The new interrupts the old and causes conflict. Reveals dissatisfaction with ordinary.*

## 6 Pull out Rug

Trying to fix ordinary world problems while resisting the lure of the supernatural world.

ACT II: 1ST PLOT POINT (point of no return)

## 7 Enemies & Allies

Explore new world; meet characters, find their place and and role. Introduce all main characters.

## 8 Games & Trials

Struggle to belong. Frustration and doubt. Trials and challenges. **Promise of premise.**

## 9 Earning Respect

Small victory as lead proves capable. Fun and games. Begrudging acceptance.

* 1ST PINCH POINT (first battle)

## 10 Forces of Evil

Stakes are raised, antagonists revealed.

## 11 Problem Revealed

Surprise problem or situation. Demanding answers.

## 12 Discovery & Ultimatum

New information, vulnerable share. In or out?

* MIDPOINT (victim to warrior)

## 13 Mirror Stage

Self-realization or a discovery. Victim to Warrior.

## 14 Plan of Attack

Plan of action to thwart antagonist’s forces or overcome main problem.

## 15 Crucial Role

*Trusted with an important task.*

* 2ND PINCH POINT (second battle)

## 16 Second Battle

They execute the plan, and come in direct conflict with antagonist’s forces.

## 17 Surprise Failure

The plan goes horribly wrong, faulty information or assumption. Consequences.

## 18 Shocking Revelation

The antagonist’s full plan/true identity is revealed. Stakes are raised. Guilt and anger.

ACT III: 2ND PLOT POINT (dark night of soul)

## 19 Giving Up

Lead loses confidence; the forces are too great. What they want is unattainable.

## 20 Pep Talk

Encouragement from ally. Vulnerable share, inclusion. What’s at stake; choice.

## 21 Seizing the Sword

Deliberate choice to continue, even if slim chance of success.

* FINAL BATTLE (triumph-knowledge)

## 22 Ultimate Defeat

Triumph of Villain. All hope is lost. Confront fatal flaw.

## 23 Unexpected Victory

Secret weapon or ability, deep resolve, new understanding, unlikely ally. Remove glass shard. Sacrifice.

## 24 Bittersweet Reflection

Temporary victory. Innocents saved. How far they’ve come.

* REBIRTH (return to ordinary word)

## 25 Death of Self

*From ambition to service. Death of former self. Acknowledgment ceremony.*

***Optional:*** *Hints of future challenges or antagonist lives.*