

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 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 world)**

25 Death of Self

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

Optional: Hints of future challenges or antagonist lives.