

# Screenplay Plot Outline

For more information about plot outlines, go to: <https://www.novel-software.com/genrestorytemplates>

## Act 1

Stage I: The Setup	Create the world and transport readers there. Introduce your hero in their everyday life and create empathy with them. Hint at the hero's inner conflict (their 'need').	+	🗑️
Turning Point #1: The Opportunity (10%)	10% into the story something new and different must happen to the hero. The Opportunity begins the journey and presents the outer motivation.	+	🗑️
Stage II: The new situation	They find themselves in a new situation. The newness of the situation may be internal (a new emotional state or attitude) or external (change in circumstances / location). The hero tries to navigate this new, unknown territory and begins to formulate a plan for achieving their outer motivation.	+	🗑️
Turning Point #2: The Change of Plans (25%)	The outer motivation transforms into a specific, visible goal with a clearly defined endpoint.	+	🗑️

+ Add Act Item 🗑️ Delete Act

## Act 2

Stage III: Progress	The hero makes progress towards their outer motivation. They may receive training and / or mentoring. There are conflicts and setbacks, but overall they seem to getting closer to achieving their goal.	+	🗑️
Turning Point #3: The Point of No Return (50%)	The hero fully commits to their goal, burning their bridges. They do something which means they can no longer change their mind and return to their old life.	+	🗑️
Stage VI: Complications and Higher Stakes	The goal now appears much harder to achieve with each successive hurdle being greater and more provocative than the last. Momentum should steadily build, obstacles increasing in frequency. The hero now has much more to lose if they fail. Towards the end of this section, success does seem to be within the hero's grasp, but then...	+	🗑️
Turning Point #4: The Major Setback (75%)	There is a major loss or setback, the plan that's been implemented so far goes out the window, a new big obstacle appears - it seems that all is lost and the odds against success are too great to overcome.	+	🗑️

+ Add Act Item 🗑️ Delete Act

## Act 3

Stage V: The Final Path	Bruised and broken, the hero must dig deep to find that last bit of strength and courage, and risk everything they have to make one final attempt at achieving their goal.	+	🗑️
Turning Point #5: The Climax (90 - 99%)	Contrasts with the Opportunity. The Climax is the largest obstacle of the entire story, and it ends the journey and resolves the hero's outer motivation and demonstrates the resolution of their inner conflict. Where there are two visible goals (common in romance) there must be multiple climaxes and resolutions. Usually involves a confrontation between the hero and the nemesis.	+	🗑️
Stage VI: The Aftermath	See the hero living their new life, showing how much the character has evolved. Contrasts with the Setup.	+	🗑️



+ Add Act Item 🗑️ Delete Act

This worksheet is based on a screenshot from the Novel Factory Online novel writer's software. If you'd like to be able to use the interface to complete and edit your plot outline, and see a range of other plot outlines for popular genres, you can [get a free trial here.](#)

# Character Driven Plot Outline

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## Act 3

Decisive - climax - protagonist must choose between 'want' and 'need'	Remember right back at the beginning when we said that the character has two things missing from their life - the thing they want and the thing they need? Right here is where you make them face a choice between the two. This is the climax of the story, where the protagonist must actively make their decision. They don't have to choose right, but the consequences of their choice must be poetic.	 
Complete - The protagonist gets what they deserve, based on their choice	The protagonist gets what they deserve. In the vast majority of cases, they will have correctly chosen what they need and will now be fulfilled in themselves.	