

# 30-DAY PLOT TEMPLATE

ACT I

- DAY 01: **HOOK** a scene to make the reader care about the journey they're about to go on with the main character
- DAY 02: **STASIS** the main character's current situation
- DAY 03: **INITIAL GOAL** what the main character thinks they want, and how they plan to get it
- DAY 04: **WOUND OR FLAW** what is holding the main character back and how it is hurting them
- DAY 05: **INCITING INCIDENT** something external that changes the main character's world
- DAY 06: **DEBATE** the main character resists being pulled into the story
- DAY 07: **FIRST DOORWAY** a big event or revelation that forces the main character to make a choice and enters an unfamiliar world/situation
- DAY 08: **NEW WORLD** the main character gets their bearings in a new world/situation
- DAY 09: **B-STORY** introduce a side story that is thematically relevant to main plot
- DAY 10: **FIRST TRIAL** the main character is challenged or faces some complication to their goal as they learn to adjust
- DAY 11: **NEW ASSET** the main character makes a new ally and/or learns something new that they will use later
- DAY 12: **SECOND TRIAL** a second, greater test for the main character to overcome
- DAY 13: **B-STORY CONNECTS** the events of the b-story collide with the main story

ACT II

- DAY 14: **SETBACK** an attack by the antagonist (direct or indirect) and a reminder of what is at stake
- DAY 15: **MIDPOINT** false victory or defeat on the heels of a major revelation that changes everything for the main character
- DAY 16: **RETREAT** the main character is tested and found wanting - as they are now, they cannot achieve their goal and must deal with the aftermath of the midpoint
- DAY 17: **AWARENESS** the main character better understands the wound/ flaw that is holding them back and knows that if they don't change, they will die/fail and they may set a new goal
- DAY 18: **SMALL VICTORY** main character is gaining momentum and taking action and they manage to get closer to their goal
- DAY 19: **FACING DEATH** the threat escalates as the main character is tested; they are forced to make hard choices and face death
- DAY 20: **GROWING PAINS** the wound/ flaw continues to challenge the main character as a reminder they haven't dealt with it yet
- DAY 21: **ANTAGONIST ATTACKS** the antagonist makes a direct, more threatening attack on the main character
- DAY 22: **DISASTER** the main character fails and their goals seem completely out of reach

ACT III

- DAY 23: **A PRICE PAID** because they have not yet completed their transformation, the main character loses something/someone important
- DAY 24: **BLACK MOMENT** the lowest point for your main character where they must finally deal with their wound/ flaw; mirrors the debate
- DAY 25: **SECOND DOORWAY** the main character embraces change and makes a final plan for achieving their goal/ dealing with the antagonist
- DAY 26: **ENTER THE LAIR** the main character gathers their allies and resources to enter the antagonist's realm
- DAY 27: **ALL OR NOTHING** the main character is tested to see if they have truly changed and they must commit everything to seeing this through
- DAY 28: **DESPERATION** the main character is locked into the final confrontation - there is no going back
- DAY 29: **FINAL BATTLE** the main character's final confrontation with the antagonist where they put what they've learned to a final, brutal test and emerge victorious
- DAY 30: **RESOLUTION** the aftermath of the battle and the new life of your main character; a mirror of where they were at the beginning