This is a text version of the 30-chapter outline originally presented in this article. Since not everyone uses Scrivener, I thought I'd make the text available to the masses by blogging the outline here. After the numbered list, you’ll find a table format of the same outline. I actually prefer working the outline in the table myself.

Enjoy! Now go write something amazing!

*Special thanks goes to Instagram user*[*writerlydosageofinspiration*](http://instagram.com/writerlydosageofinspiration/)*—an effort by Lelia Strong at*[*The Writer’s Block*](http://writers-blockparty.blogspot.com/)*—the 30 Days/30 Chapters pages, as found somewhere in the*[*NaNoWiMo*](http://nanowrimo.org/)*forums. With her help, I was able to get my hands on clean copies of this simple yet powerful outline.*

# Thirty Chapter Outline

1. ***Intro to MC and normal life****| Who is the main character (MC)— place, time, world? Who are the MC’s existing supporting characters (not necessarily the ones from 13)*
2. **I know what I want** | What does MC want in life—goal, dreams?
3. **I’m getting what I want** | What’s the MC's plan, how’s it happening right now?
4. **Inciting/devastating/life changing incident** | MC's plan is ruined by something outside his/her control.
5. **I’m not getting what I want** | MC takes in/processes what’s happened, reacting emotionally
6. **Why did this happen** | MC examines their process and consider how to get back up/to normal
7. **Enter exotic/new/different world/place/path** | Because of whatever happened in 4, and because they can’t do 6, the MC is thrown into an exotic/different world/place/path
8. **I wanna go home** | MC is in shock, wanting to trying to get back to the old world/place/path
9. **I can’t go home** | MC comes to the conclusion that they can’t go back, so they look around
10. **Woah, Wait** | MC becomes distracted by the new (world/place/path) surroundings, then remembers their goal
11. **Enemy/antagonist enters** | MC discovers the new enemy/antagonist that will keep them from their goal here
12. **What now** | MC is depressed about enemy/antagonist, personal goal, but wonders what to do
13. **This may work** | MC explores, makes friends—some maybe unwillingly. MC considers alternate options for goal
14. **This isn’t so bad** | MC has accepted the new world, the friends, the goals— they enjoy themselves
15. **Enemy/antagonist strikes** | The enemy/antagonist threatens their new world/personal goal/something
16. **Main character fights** | They recover and the MC decides s/he won’t stand for this
17. **Who’s with me** | MC and supporting characters band together to take a stand
18. **Gear up** | They plan and prepare for journey/battle/some stand, considering what they know
19. **On the Road** | They push through, band together, solve problems, put aside differences
20. **Enemy Plays** | The enemy/antagonist plays at their weak points, threatening their bond and stand
21. **We can do this** | They come through feeling beaten, but band together again and agree to push forward
22. **Push** | They push themselves to be the best they can be and continue on toward the final
23. **The enemy's/antagonist’s lair** | They arrive at the enemies’ front yard, planning, training, observing
24. **Crisis!** | They move their plans to action and things don’t go as planned—this is their lowest point
25. **What went wrong** | MC considers their fault, discovering it was their first problem
26. **Can’t give up** | They make their plan for their final direct effort to take down the enemy/antagonist
27. **Climax** | They put this final plan into action, it seems to be going well
28. **We can do this** | They almost are in shock at their success, continue using through, in a daze/awe
29. **Victory!** | They defeat, save, and/or reach their final goal, ultimately being victorious. Notable lesson learned
30. **Resolution** | Wrap up the loose ends, MC goes home/review lesson learned, reconcile relationships

# Basic Elements Required To Get Started

1. Main Character (MC) (strengths and weaknesses, critical fault) and his/her place/time/world
2. The MC’s Goal
3. The incident that impedes the goal
4. A new or altered place/time/world (resulting from 3)
5. Supporting Characters (strengths and weaknesses)
6. The Enemy or Obstacle
7. Supporting Enemy or Obstacle Characters and his/her/its place/time/world

# 30 Chapter Outline | Table Format

|  |  |
| --- | --- |
| **Chapter/Element** | **Story Plot Points** |
| **1. Intro to MC and normal life** | Who is the main character (MC)— place, time, world? Who are the MC’s existing supporting characters (not necessarily the ones from 13)  |  |
| **2. I know what I want** | What does MC want in life—goal, dreams?  |  |
| **3. I’m getting what I want** | What’s the MC's plan, how’s it happening right now?  |  |
| **4. Inciting/devastating/life changing incident** | MC's plan is ruined by something outside his/her control.  |  |
| **5. I’m not getting what I want** | MC takes in/processes what’s happened, reacting emotionally  |  |
| **6. Why did this happen** | MC examines their process and consider how to get back up/to normal  |  |
| **7. Enter exotic/new/different world/place/path** | Because of whatever happened in 4, and because they can’t do 6, the MC is thrown into an exotic/different world/place/path  |  |
| **8. I wanna go home** | MC is in shock, wanting to trying to get back to the old world/place/path  |  |
| **9. I can’t go home** | MC comes to the conclusion that they can’t go back, so they look around  |  |
| **10. Woah, Wait** | MC becomes distracted by the new (world/place/path) surroundings, then remembers their goal  |  |
| **11. Enemy/antagonist** **enters** | MC discovers the new enemy/antagonist that will keep them from their goal here  |  |
| **12. What now** | MC is depressed about enemy/antagonist, personal goal, but wonders what to do  |  |
| **13. This may work** | MC explores, makes friends—some maybe unwillingly. MC considers alternate options for goal  |  |
| **14. This isn’t so bad** | MC has accepted the new world, the friends, the goals— they enjoy themselves  |  |
| **15. Enemy/antagonist** **strikes** | The enemy/antagonist threatens their new world/personal goal/something  |  |
| **16. Main character fights** | They recover and the MC decides s/he won’t stand for this  |  |
| **17. Who’s with me** | MC and supporting characters band together to take a stand  |  |
| **18. Gear up** | They plan and prepare for journey/battle/some stand, considering what they know  |  |
| **19. On the Road** | They push through, band together, solve problems, put aside differences  |  |
| **20. Enemy Plays** | The enemy/antagonist plays at their weak points, threatening their bond and stand  |  |
| **21. We can do this** | They come through feeling beaten, but band together again and agree to push forward  |  |
| **22. Push** | They push themselves to be the best they can be and continue on toward the final  |  |
| **23. The enemy's/antagonist’s lair** | They arrive at the enemies’ front yard, planning, training, observing  |  |
| **24. Crisis!** | They move their plans to action and things don’t go as planned—this is their lowest point  |  |
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| **26. Can’t give up** | They make their plan for their final direct effort to take down the enemy/antagonist  |  |
| **27. Climax** | They put this final plan into action, it seems to be going well  |  |
| **28. We can do this** | They almost are in shock at their success, continue using through, in a daze/awe  |  |
| **29. Victory!** | They defeat, save, and/or reach their final goal, ultimately being victorious. Notable lesson learned  |  |
| **30. Resolution** | Wrap up the loose ends, MC goes home/review lesson learned, reconcile relationships  |  |

# Basic Elements Required To Get Started

|  |  |
| --- | --- |
| **Element** | **Story Points** |
| 1. Main Character (MC) (strengths and weaknesses, critical fault) and his/her place/time/world:  |  |
| 2. The MC’s Goal:  |  |
| 3. The incident that impedes the goal:  |  |
| 4. A new or altered place/time/world (resulting from 3)  |  |
| 5. Supporting Characters (strengths and weaknesses)   |  |
| 6. The Enemy or Obstacle:  |  |
| 7. Supporting Enemy or Obstacle Characters and his/her/its place/time/world:  |  |