A Pantser’s Guide to Plotting

External Journey

Promises –

Inciting Incident –

Goal –

Progress Points toward Goal –

1 –

2 –

3 –

Climax –

End –

Internal Journey

Character Arc

Flaw

Change

Character Arc

Flaw

Change

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Change

Character Arc

Flaw

Change

A Pantser’s Guide to Plotting Descriptions

External Journey

Promises – What are you promising the reader the book is about right at the first few pages?

Inciting Incident – The Main Character’s world changes enough that they can not go back to the way it was before.

Goal – The goal of the main character. It offsets the goal of the villain. Both can not win.

Progress Points toward Goal – Three main steps of progress toward the goal, countered with conflict, either external, internal, or both.

Climax – When the external arc and internal character arc peak with achievement and/or change/realization.

End – Resolution of the story

Internal Journey

Character Arc – The main character starts with a flaw, a misbelief, that must be overcome in order to achieve their goal. The character will face a “dark night of the soul” when all feels lost. This change, brought about from their journey, is the key to finally breaking through and achieving their goal.

Emotion Thesaurus

<https://onestopforwriters.com/emotions>