## How to Build an Action Plot



**Correia & Brown**

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Hey, Joe, what's cool?

- Giant robots
- Bandits
- Murderers

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## Mech Runners

Team, **illegal arms** runners, mech suits
**Crime bosses**
**Warlord** exploiting resource on planet
**Harsh world**, monsters
**Orbitals**, but workers live on surface
**5 man band**
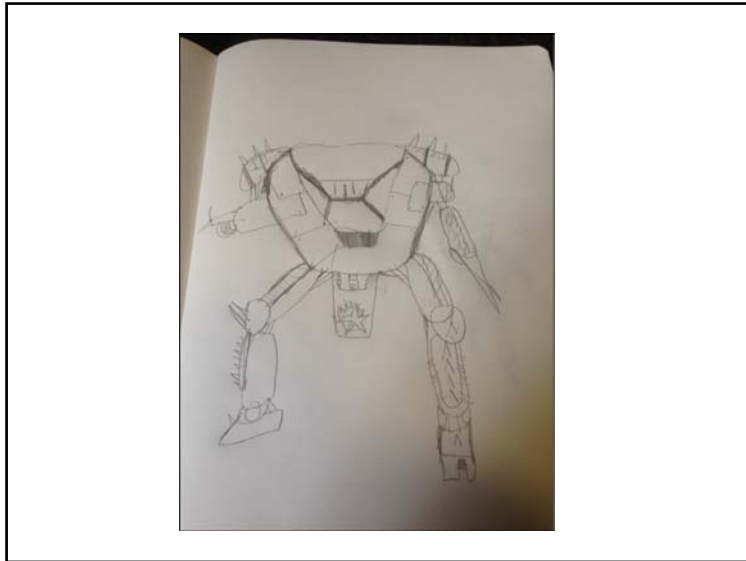- Leader
- Lancer
- Nerd
- Chick
- Muscle

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## Mech Runners

**MC backstory**
- Grew up, weapons banned and taken, massively oppressed.
- Moral justification: everyone should be able to protect themselves.

**This story**
- Atrocities
- MC can't turn his back on this one

**Technique 1**
**Calculate the number of . . .**

Novel = ?

**Technique 1**
**Calculate the number of events**

Novel = Events

**Key 1**
**You are NOT building a plot**



**Key 2**
**Tents and castles are not the same**



**Action Stories**
**Like a thrilling game**



**Technique 2**
**MC MOTHR CAR**

**MC**
- A main character we can get behind

**MOTHR**
- **M**ystery, **O**pportunity, **T**hreat, **H**ardship, **R**elationship
- Big obstacle: opposition, underdog

**CAR**
- Concrete Goal
- Action (struggle)
- Resolution

## Technique 3
### The 3 Parts

**Trouble**
- **Main character we can get behind**
- **MOTHR** (obstacle, underdog)
- **Reason can't or won't walk away, concrete goal**

**Struggle**
- **Plans and successes**
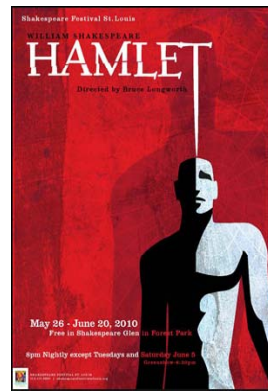- **Failures, set backs, surprises, black moment**
- **What locks MC into final attempt**

**Resolution**
- **Climax**
- **Yes or no?**
- **Aftermath**
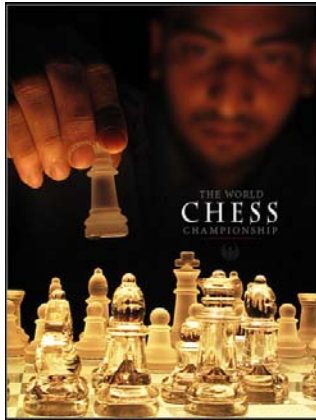
## Technique 4
### What's Cool?

## Technique 5
### Specific MOTHR Patterns

## Technique 5
### Specific MOTHR Patterns

## Technique 6
### Play Both Sides



## Technique 7
### Make it Hard!





The Story Cycle

- Inciting Incident

**MOTHR**
- Mystery
- Opportunity
- Threat
- Hardship
- Relationship

**Conflict & Surprise**

**Trouble**
- No
- No, but
- No, furthermore
- Yes, but

**Reaction**
- Emotion
- Thought\Discussion
- Decision
- Goal

**Action**
- Goal
- Conflict
- Result (trouble)

**Resolution**

johndbrown.com