

CHARACTER STORY ELEMENTS

A STORY ELEMENT IS A MANDATORY PORTION OF A STORY. THINK OF THE STORY ELEMENTS AS THE BUILDING BLOCKS YOU'LL USE TO ENSURE YOUR NOVEL IS STRONG.

CHARACTERS PER SCENE

The love of your characters will keep readers coming back. Evaluating your Characters Per Scene helps ensure you're making the most of each character.

POINT OF VIEW

When you choose a Point of View character for a scene, you promise your readers they will experience the scene from that character's perspective.

POV CHARACTER GOAL

The POV Character Goal is what the character wants during a scene. Goals drive your story forward. If a character doesn't have a goal, then what are they doing?

POV CHARACTER GOAL INTERNAL

The Internal Goal of the POV character is related to a character weakness. The weakness will hinder the character and is something they must overcome.

****NEW****

CHARACTER ARC

The Protagonist Character Arc insight shows the protagonist's external character arc. Every scene in the story must impact the protagonist in a positive or negative manner.

POV GOAL RELATED TO PLOT

Linking the goal to the plot will make your characters believable, enable you to trim scenes, and help you intensify scenes.

WHAT IF GOAL FAILS?

If there is nothing at stake, then the goal is not strong enough and there won't be tension in the scene.

SCENE IMPACT ON POV CHARACTER

It's impossible to keep track of a character's emotional arc without knowing how each scene impacts that character.

SCENE IMPACT ON PROTAGONIST

What does the protagonist feel as a result of what happens in the scene. The protagonist might not be in the scene but could still be affected by the scene.

POV KNOWLEDGE GAINED

Knowing what the Point of View character learns in the scene will help you form the character arc and make plot choices.

CHARACTERS IN MOTION

Check your scene and determine if the characters in the scene are in motion. If the characters are not in motion, rewrite the scene with motion to add depth to the scene.

PLOT STORY ELEMENTS

A GREAT STORY IS MADE UP OF A COLLECTION OF GREAT SCENES STRUCTURED IN A COMPELLING ORDER. USE THE STORY ELEMENTS.

SCENE NAME

Having a scene name will help you determine the purpose of the scene, keep track of your outline, and quickly find scenes you want to work on.

STORY ARC

The story arc has been around for over 2,000 years. It's a proven form that keeps readers engaged, but it's not about being formulaic: the story and the imagination behind it are unique to you.

SCENE OPENING TYPE

Avoid boring your reader by starting each scene the same way.

PURPOSE

There must always be a reason why any given scene exists in your story.

SCENE CLOSING TYPE

Avoid boring your reader by ending each scene the same way.

ANCHORED

Leaving your reader adrift is never a good idea.

ENTRY HOOK

Grabbing the reader's attention with a great scene hook will keep them reading your story.

EXIT HOOK

Leave your reader wanting more — and they'll start the next chapter!

TENSION

To build a series of intense moments and make readers feel they are living the experience, there must be tension in every scene.

CONFLICT

Conflict is the action that is actually happening in a scene.

REVELATION

Whenever a character learns new information, they should make a decision or change their course of action.

BACKSTORY

Backstory is the story that happens before your novel begins.

FLASHBACK

A flashback takes the reader from the current time to a previous time.

SCENE MIDDLE

The middle must drive the plot forward, develop characters, or create tension.

CLIMAX

The climax must happen in act III of a scene.

ACTION / SEQUEL

An action scene is where something happens. A sequel scene is where a character reacts to action.

READER KNOWLEDGE GAINED

Key events reader learns.

SETTING STORY ELEMENTS

EDITING A STORY WITH THE 38 FICTIONARY STORY ELEMENTS CREATES EXCELLENCE.

LOCATION

Choosing where a scene happens has a massive impact on how the scene plays out. When describing the location, ask yourself: Is the location important to the plot, characters, or theme?

DATE / TIME

The quicker the reader catches on to the timing, the quicker you'll draw them into the scene.

OBJECTS

Watch a film without props or a backdrop, and you'd probably get confused or bored. You'd be watching actors on an empty stage, which would make it hard to believe what they're trying to portray.

SIGHTS

Use sensory details to keep the "stage" interesting. Do you use sights?

SMELLS

Smells often bring out memories. This can be an interesting way to trigger a flashback or backstory.

SOUNDS

Sounds will help the reader "hear" the scene as it play out.

TASTES

Tastes can be used for many elements such as increasing suspense or developing a character.

TOUCH

Touch is a good way to get the reader to physically "feel" the story along with the characters.

EMOTIONAL IMPACT

Once you've determined the location of each scene, ask yourself: How can your choice of location resonate with your POV character's emotional state?

LOCATION SPLIT

Determine if any of the scenes should be split into more than one scene.

WEATHER

Weather can set the mood in a scene. You can use it to create tension or contrast.