Fiction with a WOW Factor—creating believable characters

Fiction is typically either character or plot driven—my books tend to be character driven, but yet with a strong plot—but creating believing, memorable characters is the most important thing to me. The books I've read that truly stayed with me for days after reading the last page were ones where the characters leapt off the page and became real. We want to develop multi-dimensional characters that aren't flat, that readers will remember.

Ways to accomplish this:

1.

2.

3.

What is my hero's wound?

What is my hero's fear?

How can we change our characters into something even we don't expect?

Can you make your character conflicted?

What is one thing your hero thinks he/she would never do?

Write a paragraph and put your hero in a difficult situation where they do or say something they'd never do or say.

It's important to create internal conflict.

   How can you deepen it, make it stronger?

Broaden to emotional...take it internal to make it more effective

Hero must be presented with some opportunity that has never happened before.

Something new must happen to the character. It changes from a goal to a clearly defined end point.

Deepening the Plot: Change of Plans

At this stage of the story the plan seems to be working for the main character.

Complications and higher stakes---they now have more to lose.

The heroine/hero will try to go back to the life they were living at the beginning.

The climax is when the final conflict is clearly resolved once and for all.

Ramp up the tension by the use of a strong antagonist

What is one thing the antagonist can do in the course of the story that can make them more likable for the reader.

Come up with several ways and times in which the antagonist will be face to face with the protagonist.

> Twist: Make the story more dramatic...challenge both the protagonist and the reader, you must empower the antagonist. If possible, get into their POV and see things from their POV, at least to some degree.

Take Away