

THE WRITER COMMUNITY'S
INTRODUCTION TO

*Honing your
Craft*



1

Creating Characters

Writing flawed, but likeable characters

- Flaws the reader can relate to
- Fear is a good driver of flaws
- Showing the roots of their flaws - give them a backstory
- Even if a character is a villain, it is important to give them good qualities as well as flaws
- By basing them on real people you can make characters realistic

Writing characters with quirks

- Don't do a quirk for the sake of it - make them mean something/ show something about the character
- Another quirk is using senses specifically highlighted by the character such as smell, sight etc.

1

Creating Characters

Writing characters with quirks

- Quirks that are easily slipped into the story:
 - Pinching nose ridge
 - Playing with hair
 - Afraid of the dark/ thunder
 - Licking lips when lying or nervous
 - Twiddling thumbs

Writing believable dialogue

- Read it out loud - does it sound natural?
 - You can also use Natural Reader to do this for you
- Adding stuttering/filler words
- Accents / vocabulary fitting a character
 - Is it believable coming from them?
 - Don't over do accents - like a pirate always saying 'arr' or a regency woman always saying 'La!'

1

Creating Characters

Writing believable romance

- It has to develop naturally: why do they love each other?
- Show them working problems out together
- Have similarities & shared experiences
- Show bumps along the road / challenges in relationship
- If they have to kiss to show they are in love, it is not done right
- Other ways to show love:
 - Pay close attention to each other
 - Teasing, protectiveness, smiling,
 - making excuses to be around each other
 - OR Avoiding each other?
 - Trying to find ways to do nice things for each other

2

Foreshadowing & Plot Twists

Foreshadowing

- Benefits of foreshadowing
 - Better quality writing
 - We need that ‘aha!’ moment where it feels like everything is coming together
 - Builds suspense
- Ways to foreshadow
 - Nicknames, events, symbols
 - Past events and flashbacks
 - Avoid flashbacks feeling like a utility for the author and don’t let them get in the way of the story
 - Try to foreshadow in the first few chapters - if a gun is shown in the first scene it should have been fired by the last scene

2

Foreshadowing & Plot Twists

Plot Twists

- Should feel like it's come from nowhere but should not have come from nowhere
- Leave a trail of breadcrumbs for the readers
- It's okay if your readers catch the twist
- Betrayal is a good plot twist & death/coming back from the dead

3

Creating Vivid Worlds

World Building is not just for Fantasy!

- When setting your novel in the real world (past or present), even though you are not ‘creating’ a world, you are still immersing your readers and characters in a ‘setting’ that you must create
- Always keep your world consistent and believable, even if you are making it up; could base it on historical and real world elements
- Make sure you follow all the rules you lay down - you can’t ignore the rules just to get your MC out of trouble
- Not all has to be explained -some can be ‘implied’ (iceberg model)

3

Creating Vivid Worlds

- Make sure you avoid the ‘White Room’ through lack of description
- However don’t get so over descriptive that you risk boring the readers or writing ‘purple prose’
 - It is nice to let the reader’s imagination do some of the work to avoid taking readers out of the story with setting descriptions
- Make sure you use the 5 Senses
 - Use 2-3 Senses in every scene plus have the character notice something in the room
 - The smell of people - their smell defining their characteristics - a soldier smells of leather and steel

DID YOU FIND THIS USEFUL?

FOLLOW

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