

# A Hero's Journey: Becoming an Author



This will be fun, right? <b>NEGATIVE</b>	<b>Evaluate Your Progress</b>					This is actually hard work... <b>POSITIVE</b>
	20%	40%	60%	80%	100%	
	<b>Writing</b>					
Overused words, passive tense, adverbs, long sentences	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hard hitting, action verbs, tightknit, multiple edits
Lots of conversation tags	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	More action beats than tags
Heavy on prose or too much conversation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Balance of prose and coversations
Too much back story	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Muzzle the narrator, show don't tell
Ineffective 1st page - no reader engagement	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Genre, name main protagonist, setting, inciting incident or hook
Info dumps keep sneaking in	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pose lots of questions and answer them slowly - make the reader wait
	<b>Characters</b>					
Flat comic book hero vs villain	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Protagonists vs Antagonists who grow and change
Shallow, no emotional depth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Real, with emotions, secrets, & faults
Hero wins the day with only barely raising a sweat	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Get your characters into more and more trouble throughout
Readers don't relate to characters	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Characters readers care about or hate, or at least understand
Focus too much on the protagonists	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Invest in the antagonists too, Antagonists think they are heroes
Point of View (POV) confusing, or too many	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	POV (in USA) - 1 character per scene max
	<b>Storyline</b>					
Plotter or Pantser without tools	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Writing tools and references that work for you
Linear plot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Well-crafted 3-act plot with subplots
Events -> Advancing the story	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Character decisions -> Character actions -> Advancing the story
Direct line from start to finish	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Plot twists, reversals, and subplots build tension, in line with pace
Too fast or slow pacing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wave-like increasing tension that builds without being rushed
Low reader engagement factor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	High reader engagement factor - action, humor, tension, emotion, etc.
Abrupt, overly drawn out, or inconclusive ending	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Satisfying ending
	<b>Genre</b>					
Your story, your way	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Stay within the tropes and reader expectations of the genre
All overused tropes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unique selling proposition
Behind the market - old-fashioned	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	With the market, same but different
	<b>Networking &amp; Feedback</b>					
Beta readers are all friends	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Effective readers and/or writers' critique group(s)
Self-taught learning	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Use affordable/effective learning opportunities & networking events
Well-meaning advice	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Invest in developmental editor/professional input as needed

Write ... Revise ... Learn the Craft