

FICTION JUMP STARTS



NEW SCENE

- ☐ Have someone get bad news (big or small). Might seem good, at first.
- ☐ Force your character to choose between two different loyalties.
- ☐ Have a well-meaning friend say something devastating.
- ☐ Hurt your character (physically or emotionally).
- ☐ Let the antagonist win some kind of victory.
- ☐ Have your character do something counterproductive.
- ☐ Push your character into acting out of fear, not thinking rationally.
- ☐ Uncover part of a secret ... but not the whole truth.
- ☐ Let the antagonist win some kind of victory.
- ☐ Craft a small lie that starts to get bigger and bigger.
- ☐ Escalate a situation much faster than your characters expected.
- ☐ Give your character what they want (but at a cost).

EXISTING SCENE

- ☐ Change the location of your scene. (Busy? Isolated? Dangerous?)
- ☐ Add or remove a character from the scene to make it more tense.
- ☐ Give someone in the scene a hidden agenda.
- ☐ Switch the point of view to a different character.
- ☐ Break off from this scene and move on to the next.
- ☐ Add time pressure: a deadline, countdown, or ticking clock.
- ☐ Shift the timeline with a flashback or even a flashforward.
- ☐ End the scene sooner, perhaps on a cliffhanger.
- ☐ Let one character wildly misinterpret another.
- ☐ Change who has the most power or control in the scene.
- ☐ Add internal conflict, perhaps even a dilemma for your character.
- ☐ Introduce a symbol or motif that echoes a deeper theme

NOTES