

Genre: Action*

How will the characters change and what will they learn?

| | |
|---------------------|---|
| Genre | Action focuses on life or death and emphasizes physical events. |
| Subgenres | Man vs. State, Man vs. Nature, Man vs. Man, Man vs. Time. |
| Expectations | Focus: Overcome the physical events to achieve safety . Values: Range between life and death . Emotions: Readers feel the excitement of experiencing thrills. Climax: Protagonist uses strength(s) to save the victim(s) . |
| Conventions | <ul style="list-style-type: none">- The protagonist's role is the story's hero.- Other character(s) serve as the victim(s).- The antagonist's role is the story's villain.- The antagonist's strengths are nearly impossible to beat.- The fast-paced events include a deadline to save the victim(s). |
| Scenes | <ul style="list-style-type: none">- A life threatening event by the antagonist or environment.- The protagonist voices a reluctance to get involved or take action.- Events force protagonist to take actions but fail.- The discovery of the antagonist's object of desire.- The protagonist's ally teaches/voices the change needed to win.- Protagonist faces low point and uses strengths to save victim(s). |
| Characters | Protagonist: A hero focused on saving the victim(s). Antagonist: A villain who disrupts the sense of safety. Others: victim(s), supporting cast (e.g., sidekick). |
| Plot | A: One or more disrupting events with one or more victims. |
| Subplot | B: An ally helps hero learn the change needed to beat villain. C: The protagonist's required change forms that character's arc. D: Some conflict (community or environment) of interest to readers. E: The setting creates a story world readers want to know about. |
| Theme | External: Life vs. Death (Hero wins by overpowering Villain). Internal: Varies by subgenre. Philosophical: Varies by subgenre. |

*This profile was inspired by Shawn Coyne and the editors at storygrid.com/action-genre/.

