

3 Things You Need in a Rough Draft **and 4 Things You Don't**

3 Things You Need

1. A plot, one that follows the traditional plot line or story archetype for your particular genre. Those with an outline are a giant step ahead. Study the 7 story archetypes. Have a destination.
2. Characters. The protag, antagonist, and characters necessary to the plot and/or act as a foil to the main character.
3. Conflict. Lots of conflict. Characters in conflict with others, with society, with expectations, with self, with nature, with anything that works for the story.

Get the story out. Finish it. Revise in later drafts.

4 Things You Do Not Need to Worry About

1. Editing
2. Voice, syntax, and sentence flow
3. Telling is okay. It's faster and easier to write. Showing takes longer to figure out how to write in a creative way. Save if for revisions.
4. The extras like character names, place names, and descriptions.

The first draft is a skeleton.

Pack on the blood vessels, organs, muscles and fat and skin during the revisions.