

## Idea Implications Worksheet

*Everything you introduce into your story changes the world in dramatic ways. For instance, if someone actually makes a machine that can program meals/crate food from random atoms, that person may have solved world hunger, but what happens to the farmers, the grocery stores, and the economy in general? It's okay to introduce just about anything into speculative fiction, as long as you have thought it through.*

Choose an event in history and change the outcome. Extrapolate up the timeline. How are three ways today's world would be different? (For example, would Japanese be the world's main language if that island nation had colonized large chunks of it instead of the British one? Would schoolchildren everywhere be carrying bentos?)

Change:

- 1.
- 2.
- 3.

Give a character a superpower. In addition to whatever use it has to defeat the bad guys, what are three ways it would make the character's life easier? What are three potential drawbacks/side effects? (classics include the invisible bank robber who can't spend the money when he can't become visible again, or the Midas touch which causes the man who can afford anything he wants unable to experience love.)

Superpower:

Benefits:

- 1.
- 2.
- 3.

Drawbacks/Side Effects:

- 1.
- 2.
- 3.

Imagine a character on a hero's journey. List out everything she/he needs to have with them. Include any armor, weapons and metal currency. Don't forget how heavy water gets. Is it reasonable for an average strength human to carry everything on your list while traveling on foot? How about on horseback? Isolate the three items which feel the least probable and design work-arounds for them. (For example, the character is adept at survival and collects water from special plants as they go, or they carry a lightweight solar water collector, or there is a clear oasis at every rest stop on the established route. Plot complications can come when they get blown off that route, or something smashes the solar collector.)

List:

Improbable Items:

- 1.
- 2.
- 3.

Workarounds:

- 1.
- 2.
- 3.

Imagine a world in which an essential resource is scarce. Imagine two characters, one who grew up in this world, and the other who just got dropped into it from ours. In what ways would this change the character's goals and reactions to otherwise ordinary events? Write three possible outcomes when the two meet. (Example, a character from a world where salt is rare looks on in horror as the newcomer rips open packets of salt that came with her burger from the snack stand on the other side of the portal. Said character debates crossing the moral line to attack her for the handful of remaining packets in the bottom of the bag.)

- 1.
- 2.
- 3.

Name three ways a character could attempt to achieve absolute power or immortality and three reasons these attempts fail spectacularly. None of them can be “stopped by protagonist.” (Example, the character finds the promised fountain of youth, only while it stops the aging process, it doesn’t protect against gravity.)

Attempt

- 1.
- 2.
- 3.

Fail

- 1.
- 2.
- 3.

Think about your current work in progress. Choose three elements which make use of standard SFF tropes. How can you twist these, or combine them with a hobby or pursuit in your own life? (Example, The aliens are coming and we must battle to the death to keep them from taking the planet vs. The aliens are coming, only they want to compete in the Indy 500, and if they win, they get to take all the losing drivers back with them to become driving instructors.)

Standard Trope:

- 1.
- 2.
- 3.

Amped Up Trope:

- 1.
- 2.
- 3.