### ACTIVE VERBS LIST

The more specific your language, the more powerful your writing will be. If you find generic verbs while revising, challenge yourself to trade them in for one that allows the reader to visualize the scene better.

<table>
<thead>
<tr>
<th>Agree</th>
<th>Storm</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nod</td>
<td>Bombard</td>
<td>Fragment</td>
</tr>
<tr>
<td>Consent</td>
<td>Barrage</td>
<td>Split (see SPLIT)</td>
</tr>
<tr>
<td>Comply</td>
<td>Smite</td>
<td></td>
</tr>
<tr>
<td>Concur</td>
<td>Charge</td>
<td></td>
</tr>
<tr>
<td>Accept</td>
<td>Molest</td>
<td></td>
</tr>
<tr>
<td>Acknowledge</td>
<td>Waylay</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Clobber</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Battle</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Batter</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Hammer</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Beat</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Beset</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Combat</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Overwhelm</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Raid</td>
<td></td>
</tr>
<tr>
<td><strong>Appear</strong></td>
<td><strong>Attempt</strong></td>
<td><strong>Build</strong></td>
</tr>
<tr>
<td>Show</td>
<td>Try</td>
<td>Erect</td>
</tr>
<tr>
<td>Flash</td>
<td>Endeavor</td>
<td>Raise</td>
</tr>
<tr>
<td>Materialize</td>
<td>Undertake</td>
<td>Frame</td>
</tr>
<tr>
<td>Surface</td>
<td>Strive</td>
<td>Shape</td>
</tr>
<tr>
<td>Bloom</td>
<td>Tackle</td>
<td>Firm</td>
</tr>
<tr>
<td>Flower</td>
<td>Embark</td>
<td>Construct</td>
</tr>
<tr>
<td>Manifest</td>
<td>Shot</td>
<td>Layer</td>
</tr>
<tr>
<td>Surface</td>
<td>Strive</td>
<td>Stack</td>
</tr>
<tr>
<td>Emerge</td>
<td>Seek</td>
<td>Reinforce</td>
</tr>
<tr>
<td>Develop</td>
<td>Gamble</td>
<td>Fortify</td>
</tr>
<tr>
<td>Spawn</td>
<td>Chance</td>
<td>Create</td>
</tr>
<tr>
<td>Arrive</td>
<td>Venture</td>
<td>Fashion</td>
</tr>
<tr>
<td>Arise</td>
<td></td>
<td>Form</td>
</tr>
<tr>
<td><strong>Ask</strong></td>
<td><strong>Break</strong></td>
<td><strong>Bump</strong></td>
</tr>
<tr>
<td>Request</td>
<td>Crack</td>
<td>Nudge</td>
</tr>
<tr>
<td>Question</td>
<td>Rupture</td>
<td>Tap</td>
</tr>
<tr>
<td>Inquire</td>
<td>Smash</td>
<td>Jostle</td>
</tr>
<tr>
<td>Pose</td>
<td>Shatter</td>
<td>Jar</td>
</tr>
<tr>
<td>Proposition</td>
<td>Fracture</td>
<td>Knock</td>
</tr>
<tr>
<td>Solicit</td>
<td>Splinter</td>
<td>Jolt</td>
</tr>
<tr>
<td>Plead</td>
<td>Pulverize</td>
<td>Thump</td>
</tr>
<tr>
<td>Cross-examine</td>
<td></td>
<td>Butt</td>
</tr>
<tr>
<td>Demand</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Grill</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Interrogate</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Needle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Query</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Quiz</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Attack</strong></td>
<td><strong>Bump</strong></td>
<td></td>
</tr>
<tr>
<td>Assault</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Strike</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ambush</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Assail</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rush</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Clatter
Strike
Whack
Slam
Rap

Call
Summon
Shout
Request
Cry
Yell
Scream
Holler
Utter
Exclaim
Hail
Signal
Bellow
Bawl
Roar
Proclaim

Change
Shift
Transform
Modify
Twist
Mutate
Distort
Blur
Flux
Adjust
Switch
Fluctuate
Warp
Alter
Adapt
Evolve
Reform
Vary

Chase
Hunt
Trail
Pursue
Track
Follow
Stalk
Shadow
Hound
Case

Choose
Pick
Draw
Select
Vote
Opt
Pluck
Prefer
Winnow
Determine

Climb
Mount
Ascend
Rise
Shimmy
Scramble
Seale
Heave
Spring
Top
Crest

Close
Shut
Seal
Shutter
Slam
Fasten
Sheathe
Fold
Batten
Cage
Secure
Batten
Lock down
Plug

Collect
Gather
Corral
Garner
Group
Hoard
Scrape
Stockpile
Reap
Harvest
Amass
Accrue
Assemble

Compile
Save
Cache
Store

Come
Approach
Arrive
Enter
Advance
Converge
Meet
Appear
Show up
Attend

Cover
Shelter
Cloak
Shroud
Enclose
Clothe
Screen
Conceal
Hide
Disguise
Mask
Bury
Smother
Crust
Cloud
Shield
Shade
Film
Seal
Envelop
Veil
Wrap
Blanket
Obscure
Curtain (see HIDE)

Cross
Traverse
Pass
Ford
Bridge
Glide
Cut over

Cry
Howl
Whimper
Call
Scream
Shriek
Squeal
Roar
Mewl
Hoot
Squall
Wail
Holler
Yelp
Bawl
Screech
Yammer
Whoop
Bray
Cheer
Yell
Shout
Trill

Cut
Cleave
Chop
Chip
Sever
Slice
Snip
Divide
Prune
Trim
Split
Axe
Slash
Rend
Tear
Thin
Crop
Carve
Dissect
Hack
Hew
Nick
Pierce
Saw
Score
Shave
Shear

Dig
Mine

Delve
Excavate
Burrow
Drill
Core
Hollow
Rout
Unearth
Gouge
Tunnel
Exhume
Dredge up

Drag
Draw
Pull
Lug
Haul
Tow
Tote
Trawl
Yank
Trail
Tug
Yarn
Transport

Enter
Penetrate
Invade
Board
Access
Barge in
Burst into
Trespass
Drop in
Wander
Infiltrate
Intrude
Encroach
Pierce

Escape
Evade
Flee
Avoid
Bail
Run
Elude
Clear out
Dodge
Duck

Fall
Tumble
Collapse
Spill
Plunge
Crump
Pitch
Crash
Drop
Buckle
Plummet
Slant
Slip
Dive
Stumble
Topple
Sink
Slump
Trip

Fight
Battle
Tussle
Wrestle
Scuffle
Duel
Brawl
Joust
Spar
War
Clash
Grapple
Scrap
Quarrel
Struggle
Assault
Attack
Feud
Skirmish

Find
Discover
Locate
Detect
Notice
<table>
<thead>
<tr>
<th>Catch</th>
<th>Catch</th>
<th>Trap</th>
</tr>
</thead>
<tbody>
<tr>
<td>Obtain</td>
<td>Gain</td>
<td>Catch</td>
</tr>
<tr>
<td>Solve</td>
<td>Obtain</td>
<td>Snap up</td>
</tr>
<tr>
<td>Acquire</td>
<td>Earn</td>
<td>Nick</td>
</tr>
<tr>
<td>Uncover</td>
<td>Reap</td>
<td>Wrench</td>
</tr>
<tr>
<td>Unearth</td>
<td>Gather</td>
<td>Pluck</td>
</tr>
<tr>
<td>Reveal</td>
<td>Score</td>
<td></td>
</tr>
<tr>
<td>Expose</td>
<td>Win</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Catch</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Acquire</td>
<td></td>
</tr>
<tr>
<td>Fit</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Set</td>
<td></td>
<td>Help</td>
</tr>
<tr>
<td>Rig</td>
<td></td>
<td>Aid</td>
</tr>
<tr>
<td>Cram</td>
<td></td>
<td>Support</td>
</tr>
<tr>
<td>Place</td>
<td></td>
<td>Assist</td>
</tr>
<tr>
<td>Nest</td>
<td></td>
<td>Comfort</td>
</tr>
<tr>
<td>Mold</td>
<td></td>
<td>Boost</td>
</tr>
<tr>
<td>Blend</td>
<td></td>
<td>Further</td>
</tr>
<tr>
<td>Wedge</td>
<td></td>
<td>Relieve</td>
</tr>
<tr>
<td>Implant</td>
<td></td>
<td>Attend</td>
</tr>
<tr>
<td>Lock</td>
<td></td>
<td>Nurture</td>
</tr>
<tr>
<td>Apply</td>
<td></td>
<td>Advise</td>
</tr>
<tr>
<td>Arrange</td>
<td></td>
<td>Guide</td>
</tr>
<tr>
<td>Stuff</td>
<td></td>
<td>Encourage</td>
</tr>
<tr>
<td>Force</td>
<td></td>
<td>Heal</td>
</tr>
<tr>
<td>Jam</td>
<td></td>
<td>Advocate</td>
</tr>
<tr>
<td>Pack</td>
<td></td>
<td>Befriend</td>
</tr>
<tr>
<td>Press</td>
<td></td>
<td>Intercede</td>
</tr>
<tr>
<td>Pound</td>
<td></td>
<td>Save</td>
</tr>
<tr>
<td>Pound</td>
<td></td>
<td>Serve</td>
</tr>
<tr>
<td>Settle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fix</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Repair</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Patch</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mend</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cure</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Service</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Dam</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cobble</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rebuild</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tinker</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Refit</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Maintain</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Renovate</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Improve</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Correct</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Doctor</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Restore</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Get</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Take</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Receive</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

© Jadd Publishing  Writers Helping Writers®
Swing  
Slug  
Poke  
Wallop  
Knock  
Slam  
Drill  
Smoke  
Deck  
Ram  
Strike  
Beat  
Clobber  
Flog  
Pound  
Swat  
Whack  

**Hold**  
Cradle  
Grasp  
Support  
Bolster  
Carry  
Prop  
Shoulder  
Shelter  
Handle  
Grip  
Clasp  
Clench  
Clutch  
Squeeze  

**Hurry**  
Speed  
Rush  
Hustle  
Scamper  
Pelt  
Scurry  
Bolt  
Bustle  
Dash  
Advance  
Glide  
Cruise  
Sweep  
Zip  
Slide  
Scuttle  
Expedite  

**Jump**  
Leap  
Bounce  
Spring  
Vault  
Bound  
Hop  
Hurdle  
Pounce  
Trounce  
Skip  
Lurch  
Surge  
Leapfrog  

**Kick**  
Boot  
Punt  

**Dropkick**  

**Know**  
Sense  
Perceive  
Detect  
Intuit  
Feel  
Realize  
Understand  
Identify  
Discern  

**Lay**  
Deposit  
Set  
Place  
Position  
Rest  
Plant  
Settle  
Nest  
Lodge  
Seat  
Spread  
Drop  
Put  

**Leave**  
Depart  
Abandon  
Set forth  
Vacate  
Quit  
Maroon  
Evacuate  
Take off  
Ditch  
Forsake  
Split  
Scram  
Withdraw  
Disappear  
Defect  
Exit  
Retire (see ESCAPE)  

**Lessen**  
Fade  
Bleed  
Evaporate  
Shrink
Tease  Surf  Barrel
Pick  Cruise  Flee
Gather  Speed  Fly
Collect  Coast  Hustle
Pluck  Glide  Pelt
Select  Rub
Bag  Chafe  Say
Clasp  Nuzzle  Speak
Grasp  Caress  Articulate
Hook  Grind  Yammer
Harvest  Smudge  Blubber
Gull  Smear  Blab
Push  Scrub
Shove  Lather  Address
Press  Polish  Mouth
Nudge  Knead  Utter
Drive  Scrape  Murmur
Prod  Seour  Mutter
Poke  Stroke  Stammer
Elbow  Massage  Swear
Jostle  Smooth  Curse
Knock  Buff  Rant
Knock  Graze  Rave
Strain  Brush  Jabber
Thrust  Touch  Converse
Crowd  Caress  Discuss
Jam  Scrub  Whisper
Squish  Smooth  Snarl
Strike  Smooth  Stutter
Run  Rub
Mount  Wipe (see TOUCH)  Banter
Surf  Buff
Cruise  Chafe  Chant
Speed  Nuzzle  Chat
Coast  Caress  Dictate
Glide  Grind  Drone
Harvest  Smudge  Drawl
Gull  Smear  Spout
Rest  Scrub  Jibber
Say  Polish
Speak  Knead
Articulate  Scrape
Yammer  Seour
Blubber  Stroke
Blab  Massage
Address  Smooth
Mouth  Buff
Utter  Grind
Murmur  Smear
Mutter  Scrub
Stammer  Lather
Swear  Polish
Curse  Knead
Rant  Scrape
Rave  Seour
Jabber  Stroke
Converse  Scrub
Discuss  Grind
Whisper  Polish
Snarl  Smear
Stutter  Scrape
Banter  Polish
Chant  Scrub
Chat  Grind
Dictate  Polish
Drone  Smear
Drawl  Polish
Spout  Scrape
Jibber  Polish
Sputter  Polish
Yell  Polish
Search
Quest  Scoot
Forage  Speed
Hunt  Sprint
Rummage  Canter
Seek  Scoot
Probe  Amble
Delve  Scoot
Scout  Scoot
Investigate  Scoot
Ferret  Scoot
Browse  Scoot
<table>
<thead>
<tr>
<th>Pursue</th>
<th>Sit</th>
<th>Activate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Explore</td>
<td>Recline</td>
<td>Initiate</td>
</tr>
<tr>
<td>Ransack</td>
<td>Squat</td>
<td>Commence</td>
</tr>
<tr>
<td>Sift</td>
<td>Perch</td>
<td>Initiate</td>
</tr>
<tr>
<td>Dig</td>
<td>Roost</td>
<td>Pioneer</td>
</tr>
<tr>
<td>Examine</td>
<td>Rest</td>
<td></td>
</tr>
<tr>
<td>Inquire</td>
<td>Sprawl</td>
<td></td>
</tr>
<tr>
<td>Send</td>
<td>Straddle</td>
<td></td>
</tr>
<tr>
<td>Ship</td>
<td>Crouch</td>
<td></td>
</tr>
<tr>
<td>Cast</td>
<td>Huddle</td>
<td></td>
</tr>
<tr>
<td>Maneuver</td>
<td>Slouch</td>
<td></td>
</tr>
<tr>
<td>Transport</td>
<td>Lounge</td>
<td></td>
</tr>
<tr>
<td>Broadcast</td>
<td>Flop</td>
<td></td>
</tr>
<tr>
<td>Transfer</td>
<td>Laze</td>
<td></td>
</tr>
<tr>
<td>Radiate</td>
<td>Plop</td>
<td></td>
</tr>
<tr>
<td>Channel</td>
<td>Park</td>
<td></td>
</tr>
<tr>
<td>Route</td>
<td>Hunker</td>
<td></td>
</tr>
<tr>
<td>Volley</td>
<td>Relax</td>
<td></td>
</tr>
<tr>
<td>Transmit</td>
<td>Settle</td>
<td></td>
</tr>
<tr>
<td>Relay</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wire</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Publish</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shake</td>
<td>Split</td>
<td>Stop</td>
</tr>
<tr>
<td>Shiver</td>
<td>Part</td>
<td>Retire</td>
</tr>
<tr>
<td>Convulse</td>
<td>Cleave</td>
<td>Halt</td>
</tr>
<tr>
<td>Quiver</td>
<td>Chop</td>
<td>Cease</td>
</tr>
<tr>
<td>Quake</td>
<td>Rupture</td>
<td>Quit</td>
</tr>
<tr>
<td>Tremble</td>
<td>Hack</td>
<td>Stall</td>
</tr>
<tr>
<td>Totter</td>
<td>Sever</td>
<td>Pause</td>
</tr>
<tr>
<td>Jadder</td>
<td>Slit</td>
<td>End</td>
</tr>
<tr>
<td>Vibrate</td>
<td>Carve</td>
<td>Hitch</td>
</tr>
<tr>
<td>Rattle</td>
<td>Cut</td>
<td>Finish</td>
</tr>
<tr>
<td>Jolt</td>
<td>Divide</td>
<td>Re-in</td>
</tr>
<tr>
<td>Churn</td>
<td>Halve</td>
<td>Freeze</td>
</tr>
<tr>
<td>Shudder</td>
<td>Break</td>
<td>Suspend</td>
</tr>
<tr>
<td>Tremor</td>
<td>Sunder</td>
<td>Hold</td>
</tr>
<tr>
<td>Sling</td>
<td>Separate</td>
<td>Belay</td>
</tr>
<tr>
<td>Slosh</td>
<td>Render</td>
<td>Terminate</td>
</tr>
<tr>
<td>Agitate</td>
<td>Rip</td>
<td>Desist</td>
</tr>
<tr>
<td>Quaver</td>
<td></td>
<td>Conclusion</td>
</tr>
<tr>
<td>Thrash</td>
<td></td>
<td>Discontinue</td>
</tr>
<tr>
<td>Flutter</td>
<td></td>
<td>Refrain</td>
</tr>
<tr>
<td>Jerk</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twitch</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spasm</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lurch</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Squirm</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twinge</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Palpitate</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Throb</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ripple</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Start</td>
<td>Begin</td>
<td>Start</td>
</tr>
<tr>
<td></td>
<td>Jump</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Launch</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Embark</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Set out</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Dawn</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Plunge</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Erupt</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Birth</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Spring</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Sally</td>
<td></td>
</tr>
</tbody>
</table>
Fondle
Glove
Palm
Smooth
Stroke
Tickle
Dab
Finger
Graze
Pat
Pet (see RUB)

**Use**
Spin
Revolve
Bend
Loop
Rotate

**Trap**
Imprison
Snare
Corner
Entangle
Hold
Pin
Catch
Restrain
Bind
Hook
Snag
Snatch
Clutch
Pinch
Chain
Cage
Surround
Handcuff
Shackle
Capture

**Visit**
Haunt
Frequent
Attend
Call on
Tour
Court
Drop in

**Wait**
Delay
Pause
Linger
Remain
Stay
Hold
Stand
Adhere

**Turn**
Twist
Tilt
Round
Lean
Crank
Swerve
Switch
Swing
Swirl
Twirl
Swivel
Pivot
Whirl
Curl
Circle
Fork
Sway

**Walk**
Coast
Pad
Amble
Saunter
Stroll
Stride
Swagger
Trudge
Stride
Tiptoe
Creep
Sneak
Stamp
Clump
Tramp
Parade
Plod
Slog
Limp
Totter
Glide
Pace
March
Shuffle
Lurch
Trample
Prowl
Mosey
Toddle
Slink
Scamper
Clomp
Lumber
Scoot
Roam
Waddle

**Want**
Desire
Thirst
Crave
Long for
Lust
Covet
Hunger
Pine
Yearn
Wish
Ache
Dream (see NEED)
<table>
<thead>
<tr>
<th>Action</th>
<th>Action</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wash</td>
<td>Clean</td>
<td>Bathe</td>
</tr>
<tr>
<td>Launder</td>
<td>Rinse</td>
<td>Sluice</td>
</tr>
<tr>
<td>Scrub</td>
<td>Lather</td>
<td>Shower</td>
</tr>
<tr>
<td>Cleanse</td>
<td>Buff</td>
<td>Freshen up</td>
</tr>
<tr>
<td>Scour</td>
<td>Shampoo</td>
<td>Soak</td>
</tr>
<tr>
<td>Soap</td>
<td>Swab</td>
<td></td>
</tr>
<tr>
<td><strong>Watch</strong></td>
<td>Spy</td>
<td>View</td>
</tr>
<tr>
<td>Laugh</td>
<td>Giggle</td>
<td>Snicker</td>
</tr>
<tr>
<td><strong>Say</strong></td>
<td>Call</td>
<td>Whisper</td>
</tr>
<tr>
<td>Whisper</td>
<td>Mutter</td>
<td>Murmur</td>
</tr>
<tr>
<td><strong>Wonder</strong></td>
<td>Muse</td>
<td>Ponder</td>
</tr>
</tbody>
</table>
WHAT IS A WRITERS HELPING WRITERS® DESCRIPTIVE THESAURUS?

Have you ever had a critique partner or editor suggest you need to show, not tell? Angela Ackerman and Becca Puglisi have, which is why the two set out to learn as much as possible about showing and telling, and how to master both. To help others, they created the Writers Helping Writers Thesaurus series, where they dive deep into an area of description and provide comprehensive lists of specific details that will help writers bring that element alive on the page.

These bestselling guides have sold over half a million copies, are available in many different languages, and are used by writers and editors all over the world. Maybe they can help you, too.

MASTER STORYTELLING AT ONE STOP FOR WRITERS®

Writing is hard work, which is why Becca, Angela, and their partner Lee Powell (the creator of Scrivener for Windows), want to make it easier. Meet One Stop for Writers, a powerful creative library packed with tools that help you write stronger stories faster. A few of the resources you’ll find at your fingertips:

The largest Description Database available to writers, providing infinite ways to describe character emotions, motivations, personality traits, emotional wounds, physical features, talents and skills, symbolism, settings, weather, and more

A hyper-intelligent Character Builder that makes it easy to explore a character’s deeper layers, helping you build a strong, fascinating story cast in half the time

A Character Arc Blueprint that identifies key pieces of character information that will shape your story, giving you a map to work from as you write

Story Map, Scene Map, & Timeline tools to demystify story structure and make novel planning a snap

Worksheets, innovative Idea Generators, Worldbuilding Surveys, and much more!

Ready to spend less time staring at the screen and more time crafting incredible fiction? Visit One Stop for Writers and activate the free trial (no credit card needed). It’s time to elevate your storytelling and change the writing game in your favor.