INTRODUCTION

-Hook Quality:How much a character's introduction enraptures you to want to indulge more into the character.

-Mood Setting:The quality of atmosphere the character's introduction gives specific to what it's pushing for.

-Premise Layering:How many layers a character's introduction gives to the premise of the overarching story, character, or dynamic.

CONCLUSION

-Thematic closure:How well the character's conclusion completes all unaddressed themes.

-Philosophical resolution:The quality of the result of a philosophical journey, whether the philosophy of a character changed or not.

-Resonation:How much the character's conclusion emotionally resonated with the audience.

DEPTH

-Surface depth:How rich and high quality the surface level of a character is. Exclusively what the story is given you to your face.

-Core depth:How rich and high quality the inner parts of the character are. Anything you have to analyze to gain an understanding of, basically what isn't given to you in your face.

-Implication layering:The subtle, unspoken meanings or messages conveyed through the text, rather than explicitly stated. This includes subtext, irony, foreshadowing, and ambiguity.

-Gradual exposure:How well paced the information from the character you get is. Goes for both surface and core depth.

COMPLEXITY

-Biological Complexity:The complexity of a character's physical health and well being.

-Psychological Complexity:The complexity of a character's personality, cognitive processes, mental health, and emotions(ambivalence included here.)

-Moral Complexity:The moral dilemmas, cultural+societal, and personal vs collective thoughts.

-Behavioral Complexity:The complexity of character habits and unconscious motives.

-Belief Complexity: The complexity of a character's personal beliefs, such as religion, outlook on life/the world, and the belief on others.

SYMBOLISM

-Religious/Mythic:The quality of the symbolism based off of religious texts and beliefs.

-Physical:The quality of the symbolism of a character's personal valuable object, usually made by a character giving an item more meaning.

-Metaphysical:How well the character embodies an idea/concept.

EMOTION

-Emotional Understanding:How well the audience emotionally understands and connects with a character.

-Expression Layering:How well the character involves other aspects of writing to gain emotional investment.

-Personal Impact:How much a character impacts the audience emotionally in any way.

-Humor:How funny a comedic aspect of a character is, has to be intentional.

-Enjoyment And Immersion:How well the character immerses and pleasures the audience in all aspects of the character.

-Catharsis:The quality of the emotional release a character has within the story, often found in peaks.

CONFLICTS

-Internal Conflicts:The quality of a character's conflicting ideas, motives, exe within his/her own mind.

-External Conflicts:The quality of a character's conflict with an outside force.

-Conflict Resolution:How well a conflict is resolved and finished, whether it be through dialogue or even death. The quality of the resolution is dependent on the characters involved and the context of the story.

MAIN DYNAMIC

-Tension:Emotional suspense and anticipation created by stress in the main dynamic.

-Interaction Quality:How well interactions in the main dynamic are executed through means of dialogue or physical/mental exchanges.

-Dynamic Fleshing:How well the main dynamic is fleshed out within the story, whether it be in a backstory or through exposure in development.

OVERALL DYNAMICS

-Tension:Emotional suspense and anticipation created by stress in all dynamics.

-Interaction Quality:How well interactions in all dynamics are executed through means of dialogue or physical/mental exchanges.

-Dynamic Fleshing:How well all dynamics are fleshed out within the story, whether it be in a backstory or through exposure in development.

HIGHEST PEAK

-Narrative Weight:How much the highest peak impacts the narrative of the story.

-Emotional Weight:How well the peak resonates emotionally with the audience and the character.

-Buildup:How well the story has been building up to the peak.

-Payoff:How well the peak rewards and addresses the audience and narrative after all the building up from the story.

OVERALL PEAKS

-Narrative Weight:How much all the peaks impacts the narrative of the story.

-Emotional Weight:How well all the peaks resonate emotionally with the audience and the character.

-Buildup:How well the story has been building up to all the peaks.

-Payoff:How well every peak rewards and addresses the audience and narrative after all the building up from the story.

-Peak Density:How many peaks of a character there are within the story.

-Peak Quality/Consistency:How high the average is between all peaks.

PARALLELS

-Parallels With Self:The quality of a choice or action that is opposite of which the character did in the past.

-Parallels With Others:The quality of a choice or action that is opposite of another character within the story, often enhanced by the already established dynamic.

CHARACTER DEVELOPMENT

-Ideology Development:How well a belief or idea develops from the character within the story.

-Emotional Development:How well the emotional state of the character develops within the story.

-Dynamic Development:How much an interpersonal dynamic changes and the quality in which they do. Goes for both overall and main dynamics and includes all types of development like emotional and ideological only when it directly affects the dynamic/s.

-Character Journey:How well the story of the character unfolds to the audience, and how vast the development of the character is throughout the story.

MONOLOGUE

-Character Revealing:How well monologue reveals information about the character's mind, dynamics, or past. This includes subtlety and how much a character reveals about world views and view on others, exclusively to monologue though.

-Monologue Layering:How well monologue adds to the depth of the character, whether it be surface or core. Also how much it adds to the story as a whole.

-Flow:How well and coherent the monologue is pieced together to add more to the character. Includes how well it matches with the dialogue.

DIALOGUE

-Dynamic Revealing:How well the dialogue explores the dynamic between the characters, and how well it reveals. Can be a little or a lot dependent on the stories' pacing and context.

-Flow:How well and coherent the dialogue is pieced together to add more to the dynamic and character. Includes how well it matches with the monologue.

-Dialogue Layering:How well monologue adds to the depth of the character, whether it be surface or core. Also how much it adds to the story as a whole.

-Character Revealing:How well dialogue reveals information about the character's mind, dynamics, or past. This includes subtlety and how much a character reveals about world views and view on others, exclusively to dialogue.

-Word Quality:How well the dialogue goes between the characters and how well it matches the dynamic/s.

BACKSTORY

-Delivery:How well the backstory is elaborated upon and how well it flows within the overarching context.

-Timing:How well timed the backstory is given the context and story. Must be well integrated into the present.

-Build Up:How well the story has built up to the character's backstory, building something like curiosity or interest within the audience.

-Payoff:How well the story pays off in value to the audience and to the overarching narrative.

-Character Layering:How many, and how well the backstory adds layers to the character's depth, motives, exe.

GOALS

-Clarity:How well the story shines light on the goal of the character. Less clarity can also be good if it fits the character.

-Conflict:The quality of the walls the character will have to overcome to achieve the goal. Goal build up is included here as it also includes past walls to the goal.

-Goal Development:How well the environment changes the character's goals based upon the character's beliefs. A lack of goal development can be good depending on the character and the conflicts it presents.

-Achievement Payoff:How well the completion or incompletion of the goal pays off in the overarching narrative and to the audience.

MOTIVES

-Motive Complexity:How emotionally, psychologically, exe complex the motives for a goal are, or how contradictive they are.

-Rationalization:How well a character engages in their motives and understands them, as well as how well the audience is able to understand them as well.

-Grounding:The quality in which the motive is presented and set up, as well as how rich/important it is to the character. This includes how emotionally relevant the motive is.

IDEOLOGY

-Deliverance:How well the belief a character holds is delivered. Whether it be through monologue, dialogue, or an implication.

-View On Others:How well a character's perception of others in the world is fleshed out, and the quality, complexity, exe involved in the perception. This can be the perception of a singular entity or an entire society.

-View On Self:How well a character's self perception is fleshed out, and the quality, complexity, exe involved in the self perception.

-View on World:The quality of the view the character sees the world in and how it affects their values. This includes any philosophy the character lives by and their abstract beliefs.

MAIN THEME

-Representation Quality:How well the character represents their main message, and how well the message gets across to the audience.

-Weight:How much the main theme carries over to the audience, and how it impacts them.

OVERALL THEMES

-Consistent Quality:How good all themes are on average.

-Representation Quality:How well the character represents their messages, and how well the messages get across to the audience.

-Weight:How much all themes carry over to the audience, and how it impacts them.

MISC

-Psychology:The way a character thinks due to past experiences. This includes thought patterns, coping, and mental health.

-Philosophy:The fundamental truth the character is based off on and how well they represent it.

-Presence:The narrative weight the character carries, and how much they dominate on and off screen.

-Consistency:How consistently good a character is throughout the entire story, never falling off.

-Characterization:How well paced and thought out all aspects of writing are in context to the character.

-Nuance:How slight the difference in expression, meaning, or implication are in the story to the character, adding depth and complexity.

-Execution:How well every aspect of a character is handled and drawn out, especially in context to the story.

-Qoutes:The quality of an original text, whether it be through monologue or dialogue. Often influencing the audiences with their outlook on anything.