The Wise Man's FEAR

Emulation Handbook

The main character, Kvothe, is sitting in his inn and telling two other people about his past. Most of the story is told from Kvothe's point of view as he talks about all his triumphs and tribulations. He talks about how he became so well-known, as well as how he came to be where he is now. There is occasionally a brief break in Kvothe's story where something usually happens or is discussed among characters in the present.

Patrick Rothfuss

Subtle Characterization

Examples:

"Over the course of my trip I was robbed, drowned, and left penniless on the streets of Junpui. In order to survive I begged for crusts, stole a man's shoes, and recited poetry. The last should demonstrate more than all the rest how truly desperate my situation became (404)."

"Marten thought it was hilarious. Hespe did not. And the only thing that kept Dedan from flying into a rage and attacking Tempi was the fact that he couldn't figure out how to attack a naked man without looking in his direction or actually touching him (661)."

What's this element?

The author, Patrick Rothfuss, writes the narrator version of Kvothe in a way that conveys subtle humour in moments that should be tense. In these cases, the author isn't trying to make light of the situation, but instead is trying to slowly reveal the personality and character traits of the character. The author has to somehow slip in pieces of the main character's personality through the character's storytelling, the way he talks, and his manners. Since Kvothe is technically the one telling the story, he doesn't explicitly say things about himself, so that leaves the readers guessing.

Subtle Characterization (cont.)

Why does it matter?

Everything we know about the main character, Kvothe, is told to us by him in his story. In most stories, characters and narrators don't usually blatantly say what a character is like. Kvothe mostly talks about his life and experiences, and only tells a little about himself as a person. This leaves the author to write Kvothe is such a way that the reader is able to infer what he is like (besides what Kvothe does tell us, but inferring is also good because readers never know how a character views themselves versus what they actually are). Basically, the reader has to infer certain character traits a character has through the author's writing.For example, Kvothe always adds a touch of mocking or sarcastic humour throughout his whole story, which is funny, but Kvothe himself never actually tells us he thinks he's funny. Kvothe also has a slight anger issue, which is one of the things that he does the reader, but it is also clearly shown in the way the author writes his reactions towards people and their actions.

What's the impact on the reader?

As I wrote about in my defense, this helps the reader to know what a character is like underneath what they say about themselves. It makes the reader feel like they know the character more or better after reading the book, as well as know how a character, like Kvothe, reacts to certain things or responds to a certain person or their sense of humour. Knowing the characters more is part of becoming immersed in a book, which makes it more enjoyable for the readers.

Settings Description

Examples:

> "I followed her for half an hour. We passed cart vendors selling chestnuts and greasy meat pies. Guards mingled with the crowd, and the streets were bright with scattered streetlights and lanterns hung outside the doors of inns. An occasional out-at-the-heels musician played with his hat in front of him, and once we passed a troupe of mummers acting out a play in a small cobblestone square (533)."

> "For several minutes I strained my eyes and ears to no avail. Then I saw something luminous in the distance. It disappeared quickly, and I thought my light-starved eyes were playing tricks on me. Then I saw another flicker. Two more. Ten. A hundred pale lights danced toward us through the trees, faint as foxfire (734)."

What's this element?

The author is writing through the character here (Kvothe is telling the story), and he is describing the environment. He is describing everything that the character can hear and see as he moves around. This quote is only a small portion of what the author does in order to paint a vivid picture of the world he is writing about. Usually, during these parts where he describes the character's surroundings, the author doesn't describe what the character's feeling in great detail; instead he focuses on what the character notices and might give a more detailed description of how the character's surroundings make them feel.

Settings Description (cont.)

Why does it matter?

In every book, building the setting and describing surroundings is important. It's especially important if the book is like mine and has no visual aids. Narration of the character's surroundings is crucial to the setup of a story; without knowing what is around a character, the reader will have no mental picture, and therefore won't be as immersed in the book as they should be.

What's the impact on the reader?

The readers will be able to picture the world (or at least the current setting) in their heads. Readers will feel more immersed in the story's world if there are proper descriptions of places and people. Generally, the way the author writes details on what the character is experiencing externally helps readers form a picture of the world around the character, which will eventually lead to the reader learning more about the character. This element actually helps the reader to know two things: what the setting is and how the characters feel about it (and depending on how it's written, we get to learn more about the character's personality and reactions to events or places). In conclusion, knowing more about the character and the character's setting will help the reader to become more immersed.

Sentence Length

Examples:

"Elodin's class began strangely that day (347)."

"But despite this largess, by noon of the next day I was prowling my rooms like a cat in a crate (414)."

"Since the money in my purse came from selling pieces of Caudicus' equipment and playing cards with nobles who knew more about fashion than statistics, I paid the full bit for the horse lifts, then jogged the half-mile to Newell Street (532)."

What's this element?

Many of the sentences in this book are usually medium in length, however, the author also varies sentence length. For example, the first sentence quote that I provided was actually its own paragraph, and it worked as a transition from one scene to a completely different one. The second example sentence was in a paragraph detailing on how the main character reacted to being cooped up in a room for days. The longest sentence in the examples, was part of a short paragraph about what the main character was doing to reach a place and why he was going there. Basically, the author varies the sentence length for different reasons in the text and for different effects on the reader.

<u>Sentence Length (cont.)</u>

Why does it matter?

Varying sentence length will keep readers more engaged. Different lengths will also create a different atmosphere or attitude in the story that is then conveyed onto the reader. For example, the short sentences are good at building tension or creating a clear image of how a character feels about something. A medium length sentence might give some details of a character's observation, or be part of dialogue. Longer sentences are good for descriptions or explanations, and generally aren't as tense as a shorter sentence might be.

What's the impact on the reader?

As mentioned before, sentences that vary in length will keep a reader engaged more. Readers will be able to feel the emotion in a person or scene because of sentence length. Also, reading a bunch of sentences that are the same length becomes kind of tedious, so with varying sentence lengths, it becomes more fun and less of a chore to keep reading a book.

Cold Coffee

It was on a cold, cloudy morning on a Saturday that I woke up with a raging headache. I woke up stiff and half off my bed. The room was dark. My bed sat across from the window in my room. As I looked out, I noticed how grey the sky was. I rolled the rest of the way off my bed and grunted when my legs hit the floor. I tried not to turn my head too much as I examined my room. The floors were dark and dusty, my walls were pale and empty. The door to my bedroom was ajar. Slowly, I made my way over to the door and pushed through, cringing when the hinges creaked. I stumbled down the dim hallway and almost down the stairs. I breathed in sharply and grabbed the railing along the wall. The prospect of falling was alive and well. The minutes ticked by long and slow as I inched down the stairs. Once I reached the bottom of the stairs, I crouched down on the last step with my head between my knees as I waited for the headache to leave. I picked my head up when I heard clinking. I groaned as I stood back up. The clinking sound was coming from the kitchen and I ground my teeth knowing exactly who it was. I heaved a sigh and stepped into my kitchen. Cups were being rearranged on the counter and then placed in my cupboard.

She was here again, and, like always, wasn't happy with my cup arrangement. I scanned the small, familiar kitchen. The floor was made of faded teal hexagonal tiles that led up to cypress cupboards and a dark granite countertop. Everything in the kitchen was spotless, even the top of the fridge. None of it was my doing. She was here again. The last cup was put away and the cupboard was shut. I felt a cool breeze that relieved some of the pain from my headache. I squinted in the general direction the breeze had come from until I saw the faint outline of her.

"Why did you come back?"

My Emulation Annotations

Element 1: Subtle Characterization

My first element was to try and reveal pieces of a character's personality the the reader has to infer through the writing. I used a little bit of this element in this scene in an attempt to show how the main character acts in both uncomfortable and familiar scenarios. The way I used this particular element gives the story a slower pace and, hopefully, leaves the reader guessing at what's going on and what will happen.

Element 2 : Settings Description

My second element was to describe the surroundings of the character or characters. I only used a little of this element to plainly describe the setting, as too much description would have been unnecessary and overpowered the rest of the story. With this element, the story isn't just words, but a picture as well, and it will give the reader the opportunity to picture what is happening in the story.

Element 3: Sentence Length

My last element was to use vary my sentence length. I wrote certain sentences with different lengths for a certain effect or tone. For example, I wrote, "Once I reached the bottom of the stairs, I crouched down on the last step with my head between my knees as I waited for the headache to leave." This sentence is slightly longer, gives a description of what the character is doing, and isn't doesn't have much emotion written into it. I also wrote, "None of it was my doing. She was here again." These sentences were written in an attempt to make the atmosphere a little more tense or mysterious. Hopefully, this made the story more interesting and more enjoyable to read.

About The Authors

Patrick Rothfuss was born in Wisconsin in 1973 to parents who encouraged him to read. He graduated in 1999 from the University of Wisconsin; it took him 9 years to get his degree. Rothfuss began a podcast in 2012 called The Story Board which focused on fantasy, and ran for 8 episodes. He also organized the charity Worldbuilders for Heifer International, which has raised over $4 million since 2008. Rothfuss is best known for his series The Kingkiller Chronicles which features The Name of the Wind, The Wise Man's Fear, and the unpublished story The Doors of Stone.

Ayala Silverman is the author of this emulation handbook. She was born in Philadelphia and goes to Science Leadership Academy. Silverman has no major accomplishments to speak of, but likes to think that maybe one day she'll get somewhere. She likes to read a variety of genres -- the two genres she likes to read the most are fantasy and thriller. However, her favorite genre to write is adventure.