

INSTRUCTIONS AND TIPS

Characters can make or break a story. They should inspire readers to become emotionally invested in their lives, to connect with them, and to root for or against them.

Imagine meeting someone for the first time. Would it be easy or hard to connect with them only knowing their name? Could you cultivate and sustain a friendship over time without getting to know them better?

Similar to making a new friend, readers need to care about the characters of a story and their situation (a goal of the opening hook). They also need to get to know a character better over the course of the story to sustain that emotional investment. Otherwise, your reader will stop reading.

In the order to introduce a reader to a character and to help them get to know the character better, a writer must first know the characters and what motivates them.

CHECK OUT PIXAR'S THE ART OF STORYTELLING ON KHAN ACADEMY
<https://www.khanacademy.org/humanities/hass-storytelling/storytelling-pixar-in-a-box>

CHARACTER NAME

Character introduction

Imagine you've taken your character to a party. Other than their name, what three facts would you include when introducing them to others? Next, briefly describe their outward appearance (clothes and prominent physical features).

FIRST IMPRESSIONS



CHARACTER DEVELOPMENT

What might your character's best friends know about them? How would their friends describe them? Who are your character's best friends?

BECOMING FRIENDS

Think about your character's family. What would they know about your character that others don't? How would they describe your character and their habits? Who are your character's family?

MEETING FAMILY



CHARACTER DEVELOPMENT

How would your character describe themselves? What do they believe are their talents and flaws?

VIEW OF SELF

List any secrets or fears your character may have.

SECRETS AND FEARS



CHARACTER DEVELOPMENT

What does your character want? From the beginning of the story, what goal are they trying to achieve?

GOALS

Describe the darkest moment in your character's past, a moment that changed them and still influences their view of the world.

DEFINING MOMENT (PAST)



CHARACTER INTENTIONS AND MOTIVATIONS

STORY GOAL — What your character wants and pursues over the course of the story.

OUTER CONFLICT — External obstacles preventing your character from achieving their goal. Obstacles can be another person, a law, a location... anything outside your characters control.

INNER CONFLICT — Inner obstacles preventing your character from achieving their goal. Things they can change like self-doubt, fear of rejection, perspective, beliefs about themselves and others, etc...

EMOTIONAL WOUND — A traumatic experience or event that your character has not resolved or accepted.

STORY GOAL, CONFLICT, AND EMOTIONAL WOUND



CHARACTER INTENTIONS AND MOTIVATIONS

THE FEAR — A specific fear that was born as a result of your character's emotional wound.

THE LIE — A false belief based upon your character's fear.

THE NEED — The shining light of truth that exposes the lie and brings healing to your character's emotional wound.

NOTES AND IDEAS

THE FEAR, THE LIE, AND THE NEED