

Ash Renlee's Major Character Guide

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Full Name

Nicknames / Titles:

Role in the Story:

Is this character the protagonist, antagonist, a side-kick, wise mentor, etc...? If this character is a point of view character or fills more than one role specify that as well.

Role	
Age	
Gender	
Birthday	

Home / Current Residence:

Where is your character from? Where do they live now? Town, country, continent, other realm, dimension or world? Depending on the size of your setting you may want to include more. You can put unknown, or traveler if needed.

Virtues / Flaws:

List three-five good traits and three-five negative traits. These will determine your character's habits, morals and personality. Note that sometimes the same trait can be either positive or negative depending on the character and what other traits they have. Include traits from different categories like moral, social, achievement, etc...

*Make sure to balance the traits according to character. A protagonist will usually have stronger good traits compared to bad traits and the opposite is true for an antagonist. An antihero will most likely be equally balanced.

Example: if a character has a good trait of 'courageous' and a bad trait of 'sleazy' that character will feel more like a villain.

*Most traits come from the emotional wound and motivation. Fill those out first if you need to.

Good Traits	Bad Traits
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.

Emotional Wound:

What negative experience in his/her past hurt them on (at least) a psychological level? Your character doesn't have to have a tragic backstory. The event could be anything (disappointing a loved one, a parent's divorce, a friend's murder) but it needs to impact your character in a way that makes them question their own self-worth.

*This is where you'll find the source of your character's emotional fears, flaws, and limitations.

Lie They Believe:

What the character believes because of the wound.

Example: If the wound is that a parent was angry at their child for winning third place, that child's lie might be: I will never be accepted and loved unless I'm the best.

Shield / Typical Behavior:

How does your character behave because of the lie? What habits, biases, and flaws do they form and use to prevent a situation like the wound and the feelings that came with it from happening again? Hint: look at their wound to find their emotional fear.

Example 2: continuing from the last example, that child is afraid of failure and thus may develop traits like hard working and competitive, but the child may also become ruthless, a cheater, and a perfectionist.

*This is where you will find most of your characters traits.

Inner Fear	
Behavior	

Motivation / Goals:

What is this character's biggest dream/desire/goal? What is he/she trying to accomplish in your story?

*The inner goal will be an unmet need for their happiness and/or survival. Hint: look to their wound and their lie for a clue. Your character might not even be aware of what this need is, only knowing that they are unhappy.

*The outer goal is a dream, an outcome or prize they are working to obtain that they believe will fill the inner need and give them happiness/relief.

Inner Desire	
Outer Goal	

Internal / External Conflicts:

What is the biggest obstacle that stands in the way of his/her goal? There will be many in the story, but we are looking for the one most difficult to overcome.

*The inner conflict will be their own character flaws. The lie they believe and how they react to it.

*The external conflict will be a physical or outside obstacle, possibly even a person standing in the way of their outer goal..

Internal Conflict	
External Conflict	

Character Arc:

How did your character change for better or worse throughout the story? What is their desire, emotional, physical and social state at the beginning of the story and how are these things different at the end? Hint: look at their goals and behaviors. What did the character learn, accept, lose or obtain and what action or event was needed in order to make the change from where they were at in the beginning of the story (or arc) to the end? Even if your character has a flat character arc they will have grown in some way, learned, or verified something.

*The state of your character at the beginning/end of your story should be different if not opposite in some way.

Beginning	
Ending	
Discovery	

Beliefs / Religion / Morals:

What are his/her strongest beliefs? How do they determine what's right or wrong? Do they have a moral code? Is your character part of a religion? If so, which? Why does your character have these beliefs? Was he/she raised this way or did a life experience cause this belief?

Personality:

If you desire you can use your traits to write out a short description summary of your character's personality here.

Voice:

Describe how they speak? Voice pitch? Speed? With how much emotion? Polite or lots of cussing? Any slang or accents?

Appearance

Be as vague or detailed with your answers as needed. If you desire, you can draw or find an image of your character for reference.

Most Prominent Feature:

When people first see your character what is the first thing (or things) they notice?

Overall Appearance:

What is your character's overall face and/or body shape? If your character was in silhouette how would you describe them? Round, muscular, hourglass, pear? Consider describing the size, shape, color, length, and condition of things like the eyes, mouth, teeth, nose, ears, hands, feet, nails, etc... In hair, you can include type, color, style, and any body or facial hair including eyebrow shape. Do they have any marks: tattoos, piercings, scars, moles, etc... If this is a fantasy character do they have extras like horns, a tail, wings, or fangs?

*When describing characters also consider posture, the way they move/walk, and body language.

Build / Body Type	
Race / Skin	
Hair	
Eyes	
Height / Weight	
Marks	
Extras	

Clothes / Accessories:

What type of clothes does he/she wear? What style, materials, and colors? What about hats, capes, jackets, shoes? Any accessories like: glasses, jewelry, gloves, masks, weapons, makeup etc...?

Limitations:

Any mental or physical limitations, injuries, illnesses, or disabilities?

Quirk:

Give your character a silly or ironic memento to make them stand out as unique. This can be a style or physical trait, something they like, own, a flaw, habit, a phobia, or even something they say like a catchphrase. Think of the quirk almost like a running inside joke. If you can make it contribute to the plot, all the better, but don't overuse it and only describe/mention it briefly.

Example: Doctor Who (11th) likes fezzes and bowties, Luna Lovegood wears radish earrings, Captain Jack Sparrow likes rum "Why is the rum gone?" Dory from Finding Nemo can speak whale.

Likes / Dislikes:

What does your character love/have the most? Why? List three of each. Can include people, places, concepts, activities, possessions etc...

Loves	Because
1.	
2.	
3.	

Hates	Because
1.	
2.	
3.	

Talents:

Where does your character excel? List at least three and try to include different kinds of talents from different areas: skills, social interactions, physical abilities, etc... Hint: you may find ideas in their traits and goals.

1.
2.
3.

Weaknesses:

What are at least three areas in which your character is lacking in talent or personality? List skills and abilities they can't or won't handle well. Hint: you can find some in behaviors, flaws and fears.

1.
2.
3.

Vulnerabilities:

What are some past events, hidden knowledge, or outside obstacles that could distract or pose a threat to this character? These are forces beyond his/her control, for instance: a secret he/she can't let anyone know, an allergy or illness, a mistake or event in their past that could come back to haunt them, a past crime, a mystery in their life, an enemy or rival (not the main antagonist), an obligation, or even just something he/she is embarrassed about.

*Use the information from weaknesses and vulnerabilities to craft smaller trials and challenges throughout your story. This is how you make your character vulnerable and give them depth.

1.
2.
3.
4.
5.

Fears / Phobias:

Education / Job:

Status / Finances:

Hobbies:

How does this character spend his/her free time?

Relationships

Who are some of the most important people in this character's life? Include the person's name and how they know each other. Are they a family member, friend, love interest, enemy, neighbor? How well (or otherwise) do they get along and why? You can have more than one answer if desired, such as: an enemy/rival, or friend/secret crush. This can also include pets or groups your character is a part of.

*You can print or duplicate this page again if you need more.

Name	
Relationship	
Interaction	

Name	
Relationship	
Interaction	

Name	
Relationship	
Interaction	

Name	
Relationship	
Interaction	

Name	
Relationship	
Interaction	

Extras

(Optional) Here are some extra little details to get you started in case you want to further flush out your character. Add whatever is relevant to your story or just random trivia as desired. Put anything you want: blood type, alignment, zodiac sign, orientation, class, possessions, etc...

Bad / Nervous Habits:

Favorite Color:

Favorite Food:

Least Favorite Food:

Most Prized Possession:

Dominant Hand:

Biggest Pet Peeve:

History:

If you would like to write more of their biography or make a bullet list of important events in his/her life you can do so here. Or use this space to add a picture, timeline, or make notes.



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