

Ash Renlee's Minor Character Guide

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Full Name

Nicknames / Titles:

Role in the Story:

How does this character contribute to the story? Best friend, teacher, minion, comic relief, rival? Remember a character can have more than one role if desired. In "alliance", state whether they help or hinder the protagonists in his/her goal? Is this character a friend, foe, neutral, or does he/she switch sides?

Role	
Alliance	
Age	
Gender	
Birthday	

Home / Current Residence:

Where is this 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.

Occupation / Education / Status:

What is this character's job? Where do they work? Do they earn a lot? What is their financial situation? What is their status and role in society? What schooling do they have? Is he/she still in school/training? Put 'none' if needed.

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? Do these beliefs clash with those of other characters?

Physical Description:

Choose and describe at least four features that stand out, or are unique, in this character's natural appearance. This can be anything from his/her overall face/body shape, hair, eyes, mouth, teeth, nose, ears, hands, feet, or nails. What makes them noticeable? Size, shape, length, color, style, condition, or hygiene? Do they have any marks: tattoos, scars, moles, etc...? If this is a fantasy character do they have extras like horns, a tail, wings, or fangs?

Clothes / Accessories:

What type of clothes does he/she wear? In 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?

Voice:

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

Habits / Mannerisms:

What is your audience's first impression of this character? What vibe does he/she give off? How does this character act? How does he/she move? Any bad or nervous habits? Is there a unique quirk that makes them unique and stand out?

*Minor characters are more memorable when they embody a trait. Exaggerate their most prominent quality a bit. Don't just make them unsure, make them worry and question everything.

Virtues / Flaws:

List three good traits and three 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. Think of traits from different categories like moral, social, achievement, etc...

*Make sure to balance the traits according to character. If a character has a good trait of 'courageous' and a bad trait of 'sleazy' that character will feel more like a villain.

Good Traits	Bad Traits
1.	1.
2.	2.
3.	3.

Personality:

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

Contribution:

The purpose of any character is to make the story better, even minor characters. While we may not get very much information about them in the story, and they might only be in a few scenes, this doesn't mean they can't steal the spotlight and make the scene memorable when present. Choose at least one thing this character fulfils for the story below and explain how.

*As harsh as it seems, any character that does not contribute in one of these ways (or if the intention can be done better elsewhere) should be cut from the story.

	Advance the Plot	Gives the characters an object, insight, information or makes a sacrifice (good or bad) needed to move the story forward.
	Give insight into major characters	Helps us realize something about another character's traits, backstory, or a relationship.
	Set the tone of the scene	Sets the stakes, lightens the mood, adds humor, or represents the overall vibe of a place, people, or event.

Background / Culture:

What do we need to know about this character's past? How does it still affect them today? Was there an event (major or minor) that caused this character emotional and/or physical pain? What was learned, gained, or lost?

Goals / Conflicts:

What is this character's biggest dream, desire, and goal? The inner desire will be more of an emotional need. The outer goal is a dream or something they are working to obtain to fill that need. What stands in the way of his/her goals? The inner conflict will be their own character flaws, the outer goal will be physical or external obstacles.

*A minor character's inner desire/conflict isn't usually addressed in the story, but knowing their reasoning will help you understand and write them better.

Inner Desire	
Internal Conflict	
Outer Goal	
External Conflict	

Talents:

What does this character do well? How can they be a danger or useful to the protagonist? Think of different kinds of talents from different areas: skills, social interactions, physical abilities, etc...

Fears / Weaknesses:

What is this character afraid of? What things are they bad at or feel insecure about? List two areas in which he/she is vulnerable. This could be a phobia, a talent they don't have, a secret, an event and/or encounter from their past, or something they are embarrassed about.

Likes / Dislikes:

What does this character love/hate the most? Why? List two of each. Can include people, places, concepts, activities, possessions etc...

Loves	Because
1.	
2.	

Hates	Because
1.	
2.	

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	

More Info:

Here you can write any other important details, notes, or insights about this character and/or their history as desired. Or use this space to note when, why, and how the character(s) enters/exits your story.

Note: Remember that while we want a minor character to be memorable, they should never distract us from the main characters. This is after all *their* story. Don't flush out your minor character too much. We don't need to know everything about them.

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