



Character Creator

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Introduction

This resource is intended to provide inspiration for character creation and development. Different characters in different stories require different amounts of depth. Some characters will come more readily to life with one method rather than another. Some characters might benefit from using several methods to really find out what is going on beneath their skin. This resource is intended as a springboard for ideas and doesn't look to cover every conceivable angle or approach. It might be used before sitting down to write or to develop a character following a first draft. I often find that right until the final word of the final draft characters continue to change and reveal new facets of their personality.



CHARACTER QUESTIONNAIRE

1. Where would they go...

- a. for dinner...
 - i. *with their parents?*
 - ii. *with a friend?*
 - iii. *with a romantic interest?*
- b. on a date?
- c. to buy...
 - i. *clothes?*
 - ii. *food?*
 - iii. *furniture?*
 - iv. *items associated with their hobbies?*
 - v. *presents for (their) children / relatives / friends?*
- d. to hide from the world?
- e. on holiday?
- f. if they wanted to learn a new skill?
- g. to unwind?

2. What would they wear...

- a. at the beach?
- b. in bed?
- c. to a disco?
- d. to play sport?
- e. on a rainy day?
- f. at a religious event?
- g. at a funeral?
- h. at a restaurant?
- i. for an appearance on TV?
- j. at a wedding?
- k. in the winter?
- l. to work?
- m. to the supermarket?

3. What would they eat...

- a. for breakfast?
- b. for lunch?
- c. for dinner?
- d. as a snack?
- e. for pudding / dessert?
- f. at religious celebrations?
- g. at their grandmother's house?
- h. in an ice cream parlour?
- i. as a cinema snack?
- j. when they are...
 - i. *ill?*
 - ii. *in a rush?*
 - iii. *sad?*
 - iv. *tired?*
- k. as their last meal?

4. What would you find...

- a. on their bookshelves?
- b. on their Christmas list...
 - i. *now?*
 - ii. *when they were a child?*
- c. in their DNA?
- d. in their fridge?
- e. in their garage?
- f. in their handbag / briefcase / rucksack / satchel?
- g. in their phone apps?
- h. in their pockets?
- i. in the search history on their computer?
- j. in their stomach?

5. Who would they turn to...

- a. for advice about...
 - i. *their career?*

- ii. *their faith?*
- iii. *their (mental) health?*
- iv. *money?*
- v. *relationships?*
- vi. *what to wear?*

- b. if they needed a loan?
- c. if they wanted to gossip?
- d. if they needed to rant about something?
- e. when they needed help with a problem?

6. How would they act...

- a. if they were on an aeroplane?
- b. if they were arrested for a crime they hadn't committed?
- c. if they were in a car accident?
- d. if they saw a celebrity?
- e. if they were in a confined space (i.e. a lift)?
- f. if they'd just learned they had six months to live?
- g. if they were robbed?
- h. if they were on the rooftop of a tall building?
- i. if they discovered a secret portal?
- j. if they found a spider in their home?
- k. if they were wolf-whistled?
- l. if they'd just won the lottery?
- m. if they discovered that the world was about to end?

7. When did they last...

- a. cry?
- b. go on holiday?
- c. laugh?
- d. tell a lie?
- e. have a lie-in?
- f. have sex?
- g. shout?
- h. spend the night alone?

8. Have they ever...

- a. broken a bone?
- b. committed a crime?
- c. tried an extreme sport?
- d. been in a fight?

- e. had a near-death experience?
- f. gone skinny dipping?
- g. spent the night under the stars?
- h. taken credit for something they didn't do?
- i. been on TV?
- j. been unfaithful to their partner?
- k. won an award?

9. Do they believe in...

- a. astrology?
- b. a cause (political or otherwise)?
- c. free will?
- d. ghosts?
- e. karma?
- f. life after death?
- g. magic?
- h. religion?
- i. science?

10. What is their attitude towards...

- a. their appearance?
- b. crime / justice?
- c. the death penalty?
- d. drugs?
- e. education?
- f. global warming?
- g. health / fitness?
- h. inequality?
- i. money?
- j. sex?
- k. technology?
- l. work?



CHARACTER DIARY

Imagine your character has always kept a diary. Write a diary entry from their early childhood, another from their teenage years, another from their early twenties. Keep going with one entry for each decade of their life – some of which might be a long way in the future from the age they are in your story. What do you learn about your character? How do their priorities, their perspectives, their likes and dislikes shift over time?

What happened in the wider world today? Were there any big events?

What did they dream about last night?

Who have they talked to today? What did they talk about?

What did they learn today? How did they see the world in a new way?

What was the weather like?

What changed in their life – big or small?

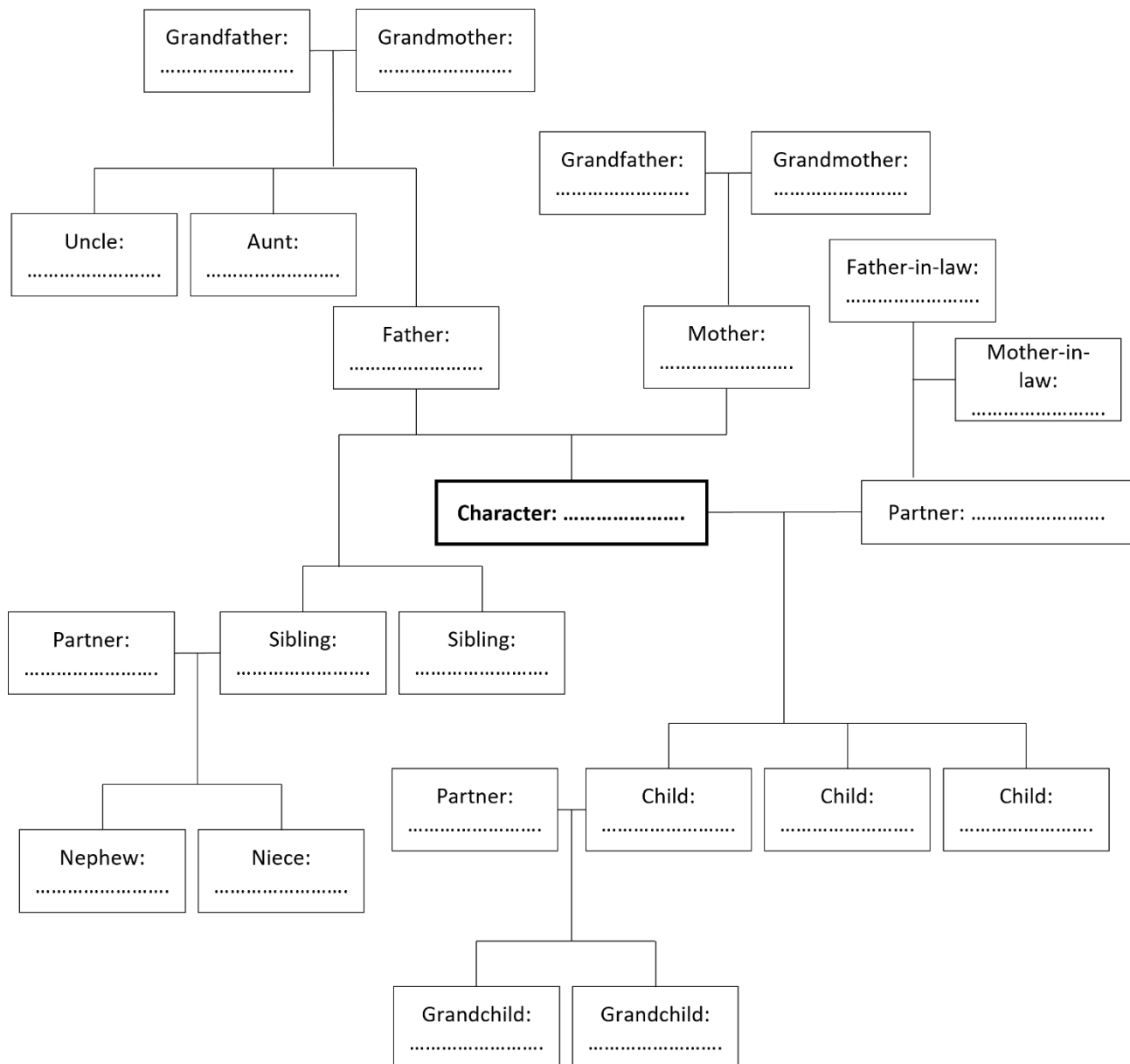
What did they eat / drink?

What was the best moment of their day? What was the worst?

How did they feel physically / mentally?

RELATIONSHIP TREES

Family Relationships



Friends and Rivals

Character:

- School friends:**

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- University friends:**

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- Shared interests / clubs:**

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- Other associates:**

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- Former relationships:**

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- Rivals:**

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- Neighbours:**

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- Work friends:**

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- Family friends:**

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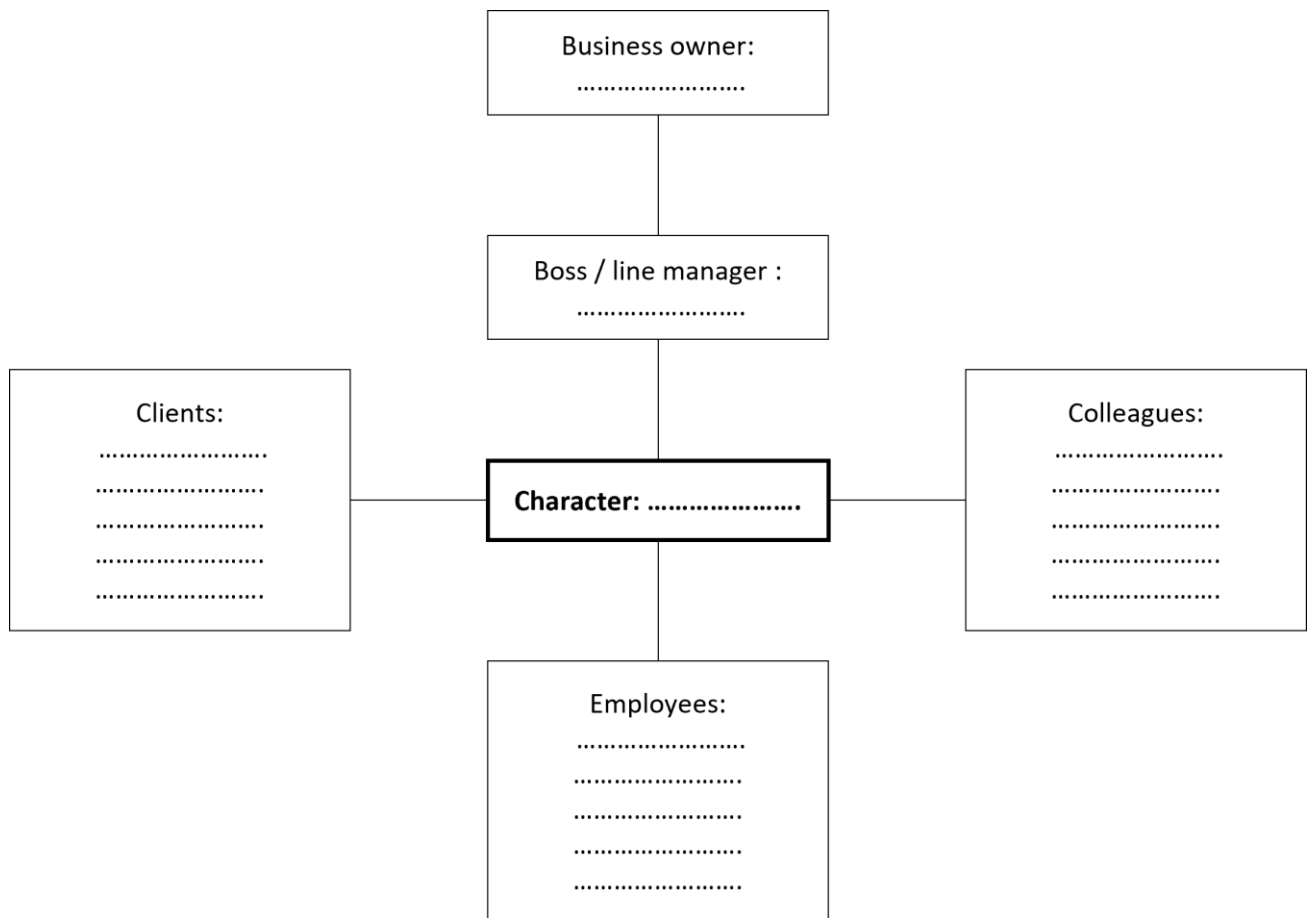
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Work Relationships



Important figures



Historical figures they would
invite to a dinner party:

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Celebrity crushes:

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Role models:

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Teachers they remember
from school:

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Sporting icons:

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Speed-dial contacts:


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QUALITY SCALES

Where does your character's personality fall on the following scales? How brave are they? How forgiving? How worldly? To create complex characters, consider their negative traits as well as their more positive ones.

Ambitious	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Unambitious
Brave	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Cowardly
Calm	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Excitable
Cheerful	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Morose
Confident	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Unconfident
Daydreamer	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Realist
Efficient	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Inefficient
Eloquent	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Ineloquent
Fair	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Biased
Flexible	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Stubborn
Forgiving	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Unforgiving
Forthright	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Timid
Generous	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Miserly
Gentle	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Rough
Kind	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Mean
Hard-working	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Lazy
Honest	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Dishonest
Humble	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Proud
Intelligent	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Unintelligent
Interesting	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Dull
Introvert	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Extrovert
Leader	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Follower
Loyal	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Disloyal

Lucky	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Unlucky
Mature	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Immature
Modest	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Boastful
Neat	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Messy
Observant	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Inattentive
Open-minded	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Close-minded
Optimist	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Pessimist
Organised	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Chaotic
Passionate	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Apathetic
Peaceful	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Antagonistic
Perfectionist	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Sloppy
Playful	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Solemn
Popular	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Unpopular
Practical	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Impractical
Prudent	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Careless
Punctual	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Not punctual
Quiet	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Loud
Rational	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Irrational
Relaxed	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Up-tight
Responsible	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Irresponsible
Romantic	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Unromantic
Selfless	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Selfish
Serious	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Frivolous
Sociable	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Loner
Spontaneous	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Planner
Tolerant	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Intolerant
Trusting	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Suspicious
Warm	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Cold
Worldly	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Naive



SCHOOL REPORT

Imagine the school report your character would have received when they were a specific age. Which subjects did they do well in? What was their behaviour like? Did they participate in class? Were they popular, chatty, hard-working? What grades did they get?

Pupil Name:			
Year:		Class:	

	Comments:
Form Tutor:	
English:	
Maths:	
Humanities:	
Sciences:	
Languages:	
Arts:	
Sport:	



What is currently on your character's to-do list? What do they need to buy from the shops? What are their favourite films or pieces of music? What is on their bucket list?



To Do List:

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)



Shopping List:

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)



Favourite Music:

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)



Favourite Films:

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)



Bucket List:

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)

SOCIAL MEDIA PROFILE

me\space		Profile	Friends	Messages
Photo:	about me			
	Name:		Birthday:	
	Location:			
	School:		University:	
	Job:			
likes		Films:	Hobbies:	
Music:			Causes:	
activity				
Current Status:		Recent Events:		
Recent Posts:		Upcoming Events:		



PERSONALTY TEST

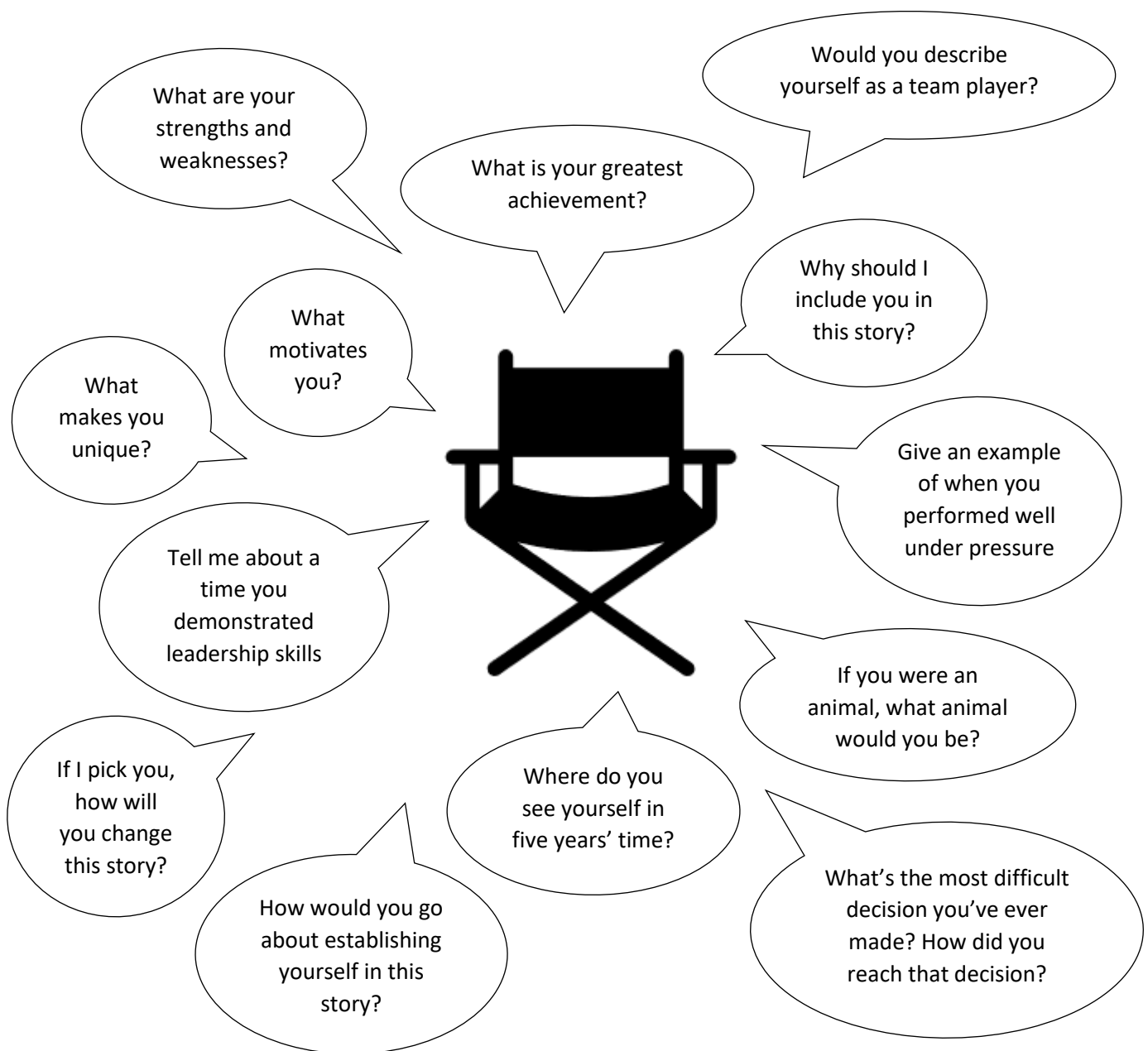
Answer the following questions as if you are your character to see what you can discover about them.

	Strongly agree	Agree	Neutral	Disagree	Strongly disagree
I have a vivid imagination	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am quick to anger	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I love classical music	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I make friends easily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am good at keeping secrets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I like to complete a task before moving on to the next	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I experience emotional peaks and troughs	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I stay calm under pressure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am a social butterfly	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I usually listen to my head rather than my heart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I enjoy group activities	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I often stay awake at night worrying about things	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I stick to a routine	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I understand that rest is important	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am the first person on the dancefloor at a party	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am always prepared	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I see the world in black and white	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

I enjoy working in a group	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I get a sense of satisfaction from giving presents	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I see the worst in people	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I take short cuts where possible	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I fear spending time alone	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I am very active	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I seek out adventure	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I sometimes leap before I look	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I am a daydreamer	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I think the end always justifies the means	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I like to be in control of a situation	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I am not afraid of making enemies	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I feel confident in my own abilities	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I get stressed easily	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I have a short fuse	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I am a rule-breaker	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I go out of my way to make others feel comfortable	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I have an addictive personality	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I don't always follow through with my intentions	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I am easily distracted	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I do not trust easily	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I am a jack of all trades	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I put business before pleasure	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>
I have traditional values	<input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/> — <input type="radio"/>

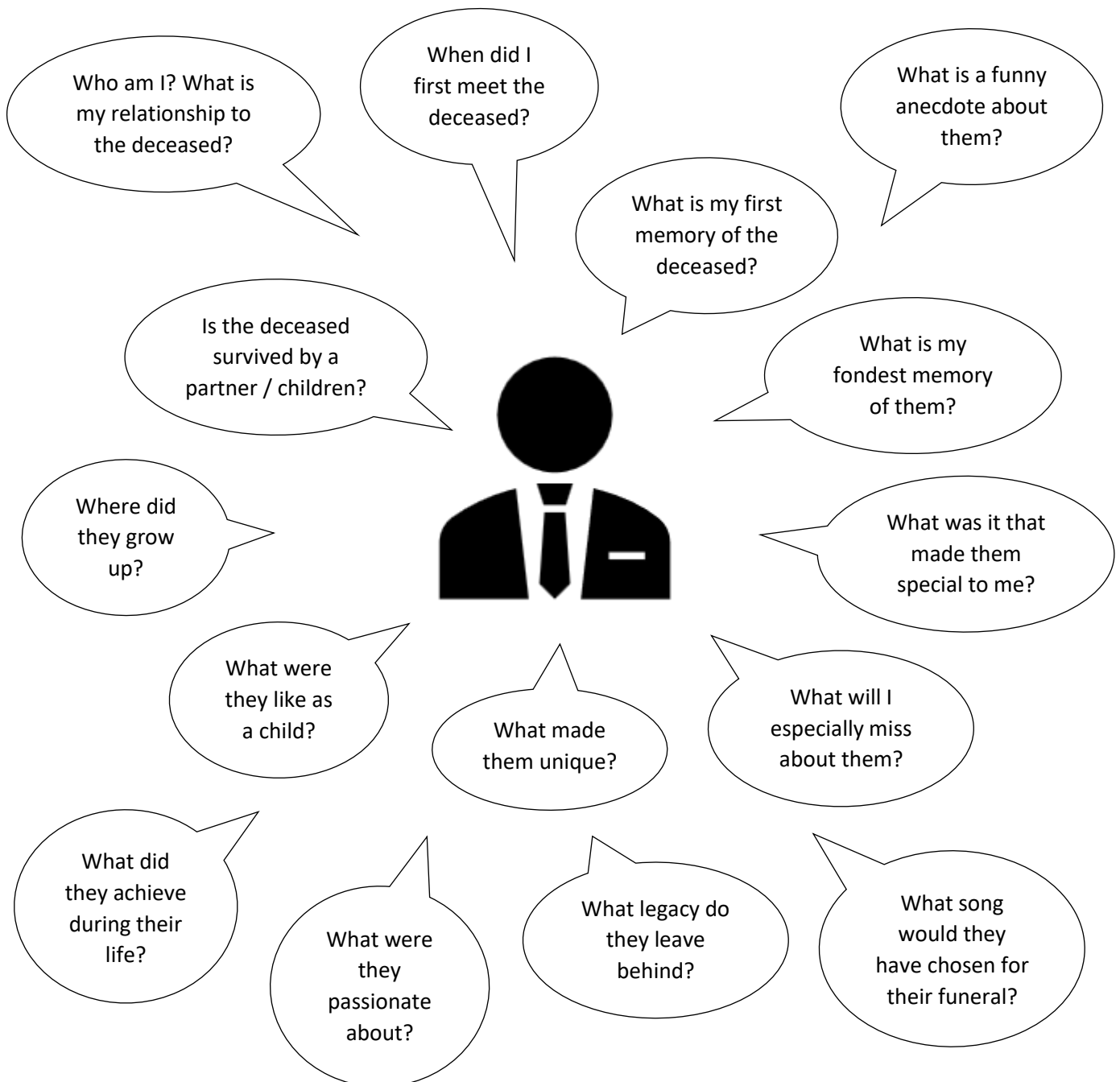
INTERVIEW

Imagine your character is coming to you see you to interview for a role in your story. What questions would you ask them to see if they are right for the role?



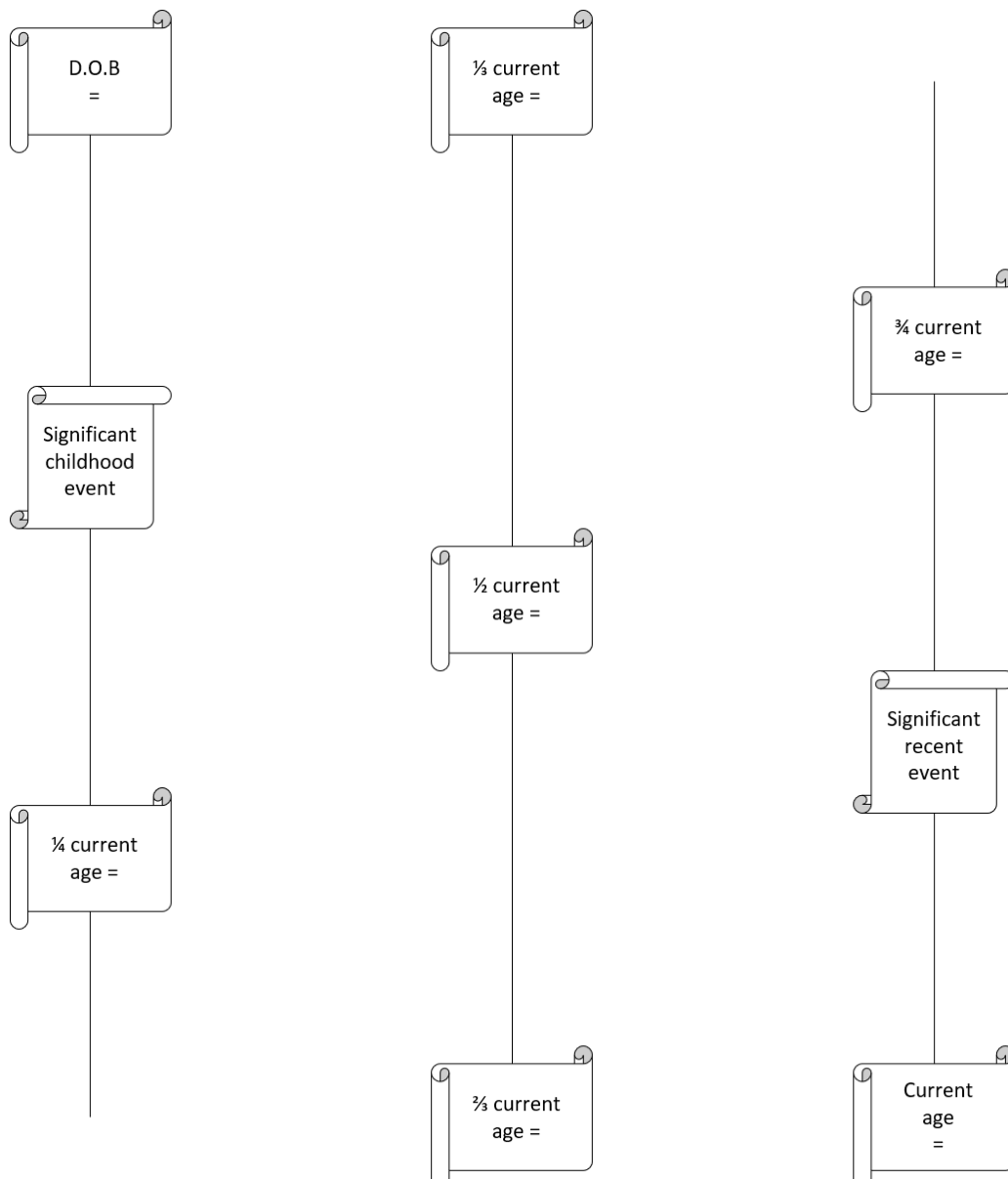


Who would deliver the eulogy for your character if they were to die tomorrow? What would that person say?



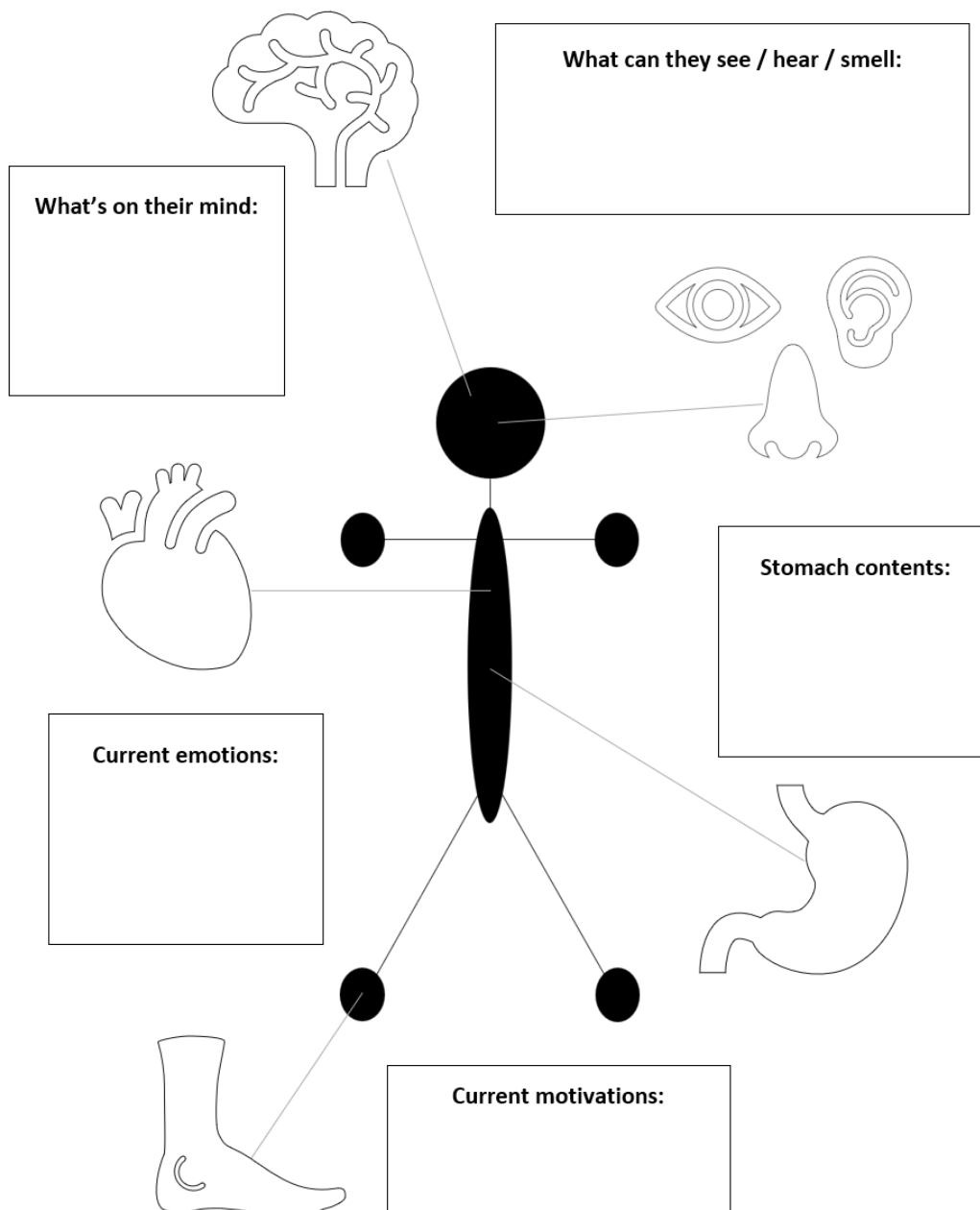
CHARACTER TIMELINE

What age is your character? Work out their date of birth – what was happening in the world at that time? What is half their current age? A third? Three quarters? etc. What was going on in their life on each of those dates? What year did they turn eighteen? Are they married – when? Think up one significant childhood event and one event from their recent past and add those to your timeline.



STICK FIGURES

Draw a stick person and add the clothes / jewellery your character is wearing, draw in their hair, any facial hair, any prominent features. Then, think about what is going on inside their body. What are the contents of their stomach? What is on their mind? What are their current emotions and motivations?





ENDNOTE

Bio:

This resource has been created by Matt Kendrick. Matt is a writer, editor and teacher based in the East Midlands, UK. His short fiction has been widely published both online and in print. He has been placed or listed in various writing competitions including Bath, Flash 500, the Oxford Flash Fiction Prize, Reflex and Leicester Writes. His work has been included on the Biffy 50 list for 2019-20, in Best Microfiction 2021, Best Small Fictions 2022 and the Wigleaf Top 50 list for 2022. He has also been nominated for Best of the Net and the Pushcart Prize.

Other Resources:

For links to other free resources, please visit my website: <https://www.mattkendrick.co.uk/resources>

Services and Courses:

Information about my [courses](#) and [editorial services](#) can also be found on my website.



Support me on Ko-fi

As a workshop facilitator, I am committed to opening up writing opportunities to people from all backgrounds based on ability to write rather than ability to pay. However, it is becoming increasingly difficult to finance pay-what-you-can and free spots exclusively from my own pocket. So, if you've downloaded this resource and are in a position to support narrowing the access gap to creative writing opportunities, I would be very grateful if you would consider buying me a virtual coffee*.

**Any money donated to my [Ko-fi page](#) will be used to fund free and reduced-price places for my Write Beyond The Lightbulb courses, as well as to provide free editing and mentoring opportunities for low-income writers, and to support other opportunities that seek to level the playing field.*