

# Characters

All stories have characters: the people, animals, and sometimes even objects who play out the action of the story. Before you begin your story, bring your characters to life. If you need to, you can always change them as you write your story.



## Example

Character name: Quoc the Dragon

Age: 285

Lives in: A small cave in Iceland

Lives with: Cire the Troll

Personality: Surly but kind-hearted, intelligent but lazy

Wants: To have more friends

Conflicts: Conflict with Cire because Cire doesn't understand why he's not enough friend for Quoc, conflicts with the people of Iceland because they're afraid of him

Friends/allies: Cire

Problem: Can Quoc figure out a way to stop the people from being afraid of him and maybe even make another friend without hurting Cire's feelings?

When you create a character you may include all these things or only some. You may include other things I don't have here such as physical problems, how much money they have, or their favorite foods. If you're writing a story that isn't realistic, like a fairy tale or fable or fantasy story, you may even add powers and abilities like being able to fly or be invisible. It all depends on your story and the character. Your turn!

Character name: \_\_\_\_\_

Age: \_\_\_\_\_

Lives in: \_\_\_\_\_

Lives with: \_\_\_\_\_

Personality: \_\_\_\_\_

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Wants:

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Conflicts:

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Friends/allies:

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Problem:

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Other Things:

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