620 Illustration: Character Design
CATEGORIES AND *SOME* SPECIFIC TRAITS/ATTRIBUTES TO BUILD CHARACTERS:

Some of the basics:

Name (nickname)_____
Birth (date/place)_____
Sexuality_____
Age_____
Hair (color/style)_____
Eye Color_____
Height/Weight_____
Ethnicity_____
Physical Peculiarities_____
_____

What do others notice first about her/him?
_____

What does character do alone?_____
_____

Gestures (tags-see below) while talking or thinking_____
_____

Character:

Ambition in life_____
Bad Habits_____
Strong Character Traits_____
_____
Weak Character Traits_____
_____
Fears_____
Biggest Mistakes_____
_____
Biggest Achievements_____
_____
Laughs at_____
Jeers at_____
Philosophy_____
Politics_____
Career/Job_____
_____

Backstory 1:

Mother_(name)_____
Father(name)_____
Siblings (names)_____
Other Close Family_____
_____
Family Finances_____
Childhood Home Life_____
_____
Schooling_____
Popular/Loner_____
Significant Event that molded the character_____
_____

Backstory 2:

Best Friend_____
Enemies_____
In a relationship?_____
  Who with?_____
Where/How does your character live: home/neighborhood
(describe_____

Interests / Life Style:

Music(which)_____
_____
Books_____
Movies(which?)_____
_____
Foods_____
Clothing_____
Hobbies_____
Sports_____
Pets_____

Character and Action Tags:
   A tag word or action tag makes a character recognizable and more human or whatever. It can be a habitual verbal expression (like Homer Simpson's "Doah!"or Robin's "Holy Nightmare") or physical repetition such as a character biting her lip, or twisting a strand of hair, etc. (Like Scully sticking out the tip of her tongue when she's on the spot about something.) Tags can be anything useful to make your character more real in your story.