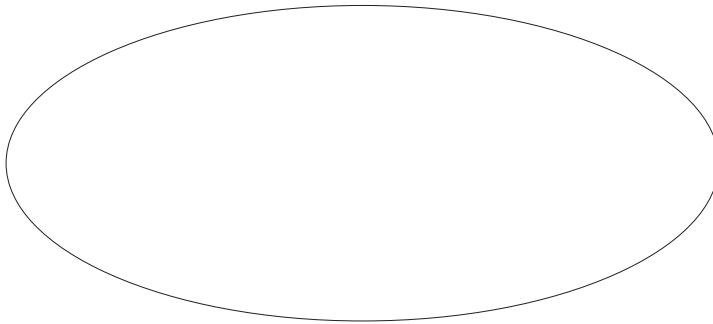


NUTS & BOLTS OF MAIN CHARACTER ANALYSIS WORKSHEET

A guide to develop the main character's WANT, GOAL and ULTIMATE GOAL in a visual worksheet.



MAIN CHARACTER STARTING POINT
List the traits of your main character as they are at the start of your story

A vertical arrow shape pointing downwards, with horizontal lines for writing inside it. The arrow is composed of a rectangular stem and a triangular head. There are five horizontal lines in the stem and three horizontal lines in the head.

FIRST ENCOUNTER
What first incident requires your character to use the skills she will acquire at the end of your story.

TRIALS (AS MANY AS NECESSARY)
List all significant trials your character will face that will require her to use new skills.

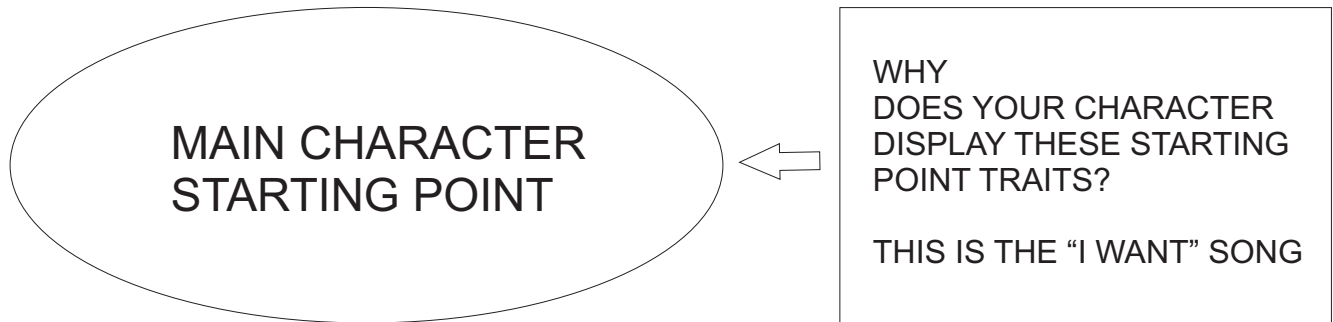
MIRROR MOMENT
This is the moment your character understands she has to change to defeat her villain. The incident that causes this moment should make her aware of her Ultimate Goal.

FINAL TEST
This last incident gives her a chance to use her new skills and defeat her villain.

MAIN CHARACTER ENDING POINT
List the traits of your main character at the end of your story.

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